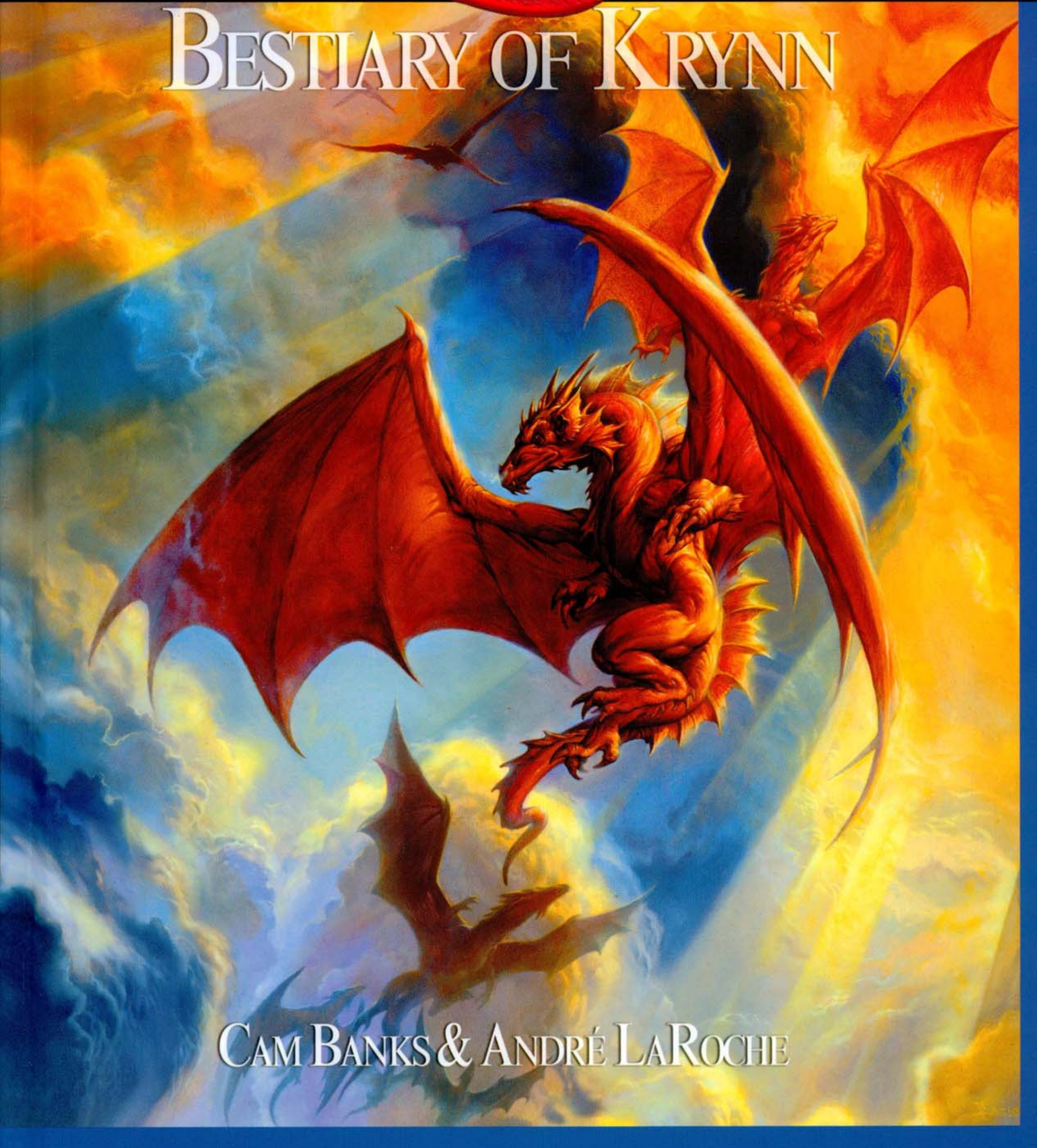
DragonLance®

Bestiary of Krynn



Cam Banks & André LaRoche

BESTIARY OF KRYNN

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Foreword

The draconians captured me first–more years ago than I care to remember. (By Habbakuk's fist, I think that was twenty years past when we played D&D around an old kitchen table in Evansville, Indiana.) Manlike creatures birthed from the corrupted eggs of dragons, they were quick to spirit me off to Krynn and take my imagination on a wild, glorious ride. They've held me prisoner ever since that first adventure, and since that time I've had the pleasure of liberally sprinkling them throughout my Dragonlance novels. To this day, draconians remain unique to the world of Krynn. No commonplace orcs are they!

I was also captured by Ansalon's great dragons–or perhaps captivated is a better word choice. With their intricate schemes and skillful manipulations of Krynn's lesser beings, they were an unstoppable force to be feared by the D&D characters I played, and at the same time they were the backbone of my Dragonlance fiction. (I think the majestic blues of the desert are my favorite–flying through gales and dancing with lightning. I still mourn the passing of the Storm Over Krynn.)

The world is known for other unique creatures, too. The chaos wights bent on stealing minds and memories; the brutal thanoi from the brutally cold south; the whimsical kender; the tinkering gnomes; the sea-going minotaurs who could be your best friend or your most terrifying foe...

Passionate and powerful.
Hideous and stunning.
Divine, demonic, pitiable, and mysterious.

The creatures of Krynn are all of those things and much, much more. Masterfully created from the most talented minds in gaming to challenge the most stalwart of adventurers, I think they are the heart of a Dragonlance campaign.

I wonder what creatures will capture you.

-Jean Rabe/
Summer, 2003

Introduction

The thing entered the room swiftly despite its great bulk. The scraping sound they had heard was caused by its gigantic, bloated body sliding along the floor.

"A slug!" Tas said, running up to examine it with interest. "But look at the size of that thing! How do you suppose it got so big? I wonder what it eats—"

"Us, you ninny!" Flint shouted.

–Tasslehoff & Flint
in the Sla-Mori
Dragons of Autumn Twilight

Ansalon is a land populated by elves, humans, ogres, and all of the varied races in-between. It has wondrous cities, prosperous towns, and tiny villages that do not so much as rate a dot on a kender's map. Adventures can be found in such places, and they also serve as havens for travelers who seek rest from a wearying journey.

Only the foolish believe the land is tame, however. Ansalon is a continent of feral wilderness, with ancient forests whose heart remain unseen even by elven eyes, bone-dry deserts which bake under the blazing sun, and vast, tempestuous seas reflecting the light of three moons. And in all of these places, there are monsters.

Some of the land's creatures merely animals competing for survival. Others are creatures altered by the passage of the Greygem, or from the Chaos War–living outside the will of the gods' design yet thriving. Still others are servants of the holy orders of the stars or creations of magic. Each presents both adventure and danger to those who leave the civilization behind.

Many of the creatures found within these pages have, before now, been seen only in the stories of Krynn–such as the wicked, blood-drinking feeder. Lifted from the pages of the storytellers, the monsters now can have their potential fully realized at the gaming table, spawning new stories for players. Some creatures are completely new, either a variation on something familiar or otherwise dramatically different, enough to suprise even the most jaded adventurers.

A Dragonlance campaign features many of the same creatures that can be found in other d20 System campaigns. Many others are unique to the world of Krynn and can be found in the *Dragonlance Campaign Setting*, *Age of Mortals*, and this volume. All the creatures presented here conform to the standards and guidelines found in the d20 System Core Rules.

1. Dragons of Krynn

Though the chromatic and metallic "true" dragons are best-known on Krynn, other creatures are also classified as dragons, from the sting-tailed wyvern to the frog-like amphi dragon. Cousins to the dragons of legend, these creatures are the result of cross-breeding, magical experiments, or the forces of Chaos.

Dragon, Amphi

Dragon (Aquatic, Water)



Environment: Tropical, sub-tropical or temperate aquatic

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 1; very young 2; young 3; juvenile 5; young adult 7; adult 9; mature adult 11; old 14; very old 16; ancient 17; wyrm 18; great wyrm 20

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: Wyrmling 1-3 HD; very young 4-6 HD; young 7-9 HD; juvenile 10-12 HD; young adult 13-15 HD; adult 16-18 HD; mature adult 19-21 HD; old 22-24 HD; very old 25-27 HD; ancient 28-30 HD; wyrm 31-33 HD; great wyrm 34+ HD

Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +5; others –

This aquatic dragon resembles a giant, sea-green toad covered in scales and yellow warts. The creature has no visible neck, and its wide thick-lipped head looks like a bizarre cross between frog and dragon. Small vestigial wings grow from its back, and bony ridges protrude above its eyes and down its spine. Its long, clawed feet are powerful and webbed.

Amphi dragons are the unlikely spawn of green dragons and their evil sea dragon cousins. Wicked and hateful, they share perhaps the worst qualities of both parents. Though most are born sterile, enough have survived over the years to create a lingering offshoot race of strange, highly dangerous dragons.

A newly hatched amphi dragon resembles a deformed tadpole, with smooth green skin, wing stumps, and ridges along its back. As it grows older, its skin becomes more and more lumpy and thickened, its body fills out and its features become more frog-like. An adult amphi dragon is ungainly and squat, with none of the noble features of other dragons. It constantly exudes an offensive odor which marks it as one of the most repulsive creatures of its kind.

An amphi dragon's coloration and amphibious qualities make it ideally suited to living in

stagnant waters, lakes, and coastal estuaries–as well as in kelp forests and reefs. Amphi dragons prefer to live solitary lives, making lairs out of shipwrecks or in sea caves. Most other forms of aquatic life avoid them, as they are aggressive and prone to unprovoked assaults even on each other. The latter trait is one of the reasons their kind was not more widely used in the War of the Lance and other conflicts.

Amphi dragons speak Aquan, Common and Draconic.

Amphi Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	1d12 (6)	9	10	11	10	11	10	+1/-7	+2	+2	+2	+2	1d6 (10)	—
Very young	T	4d12+4 (30)	11	10	13	10	11	10	+4/-4	+6	+5	+4	+5	2d6 (13)	—
Young	S	7d12+7 (52)	13	10	13	12	13	12	+7/+3	+9	+6	+5	+6	3d6 (14)	—
Juvenile	M	10d12+20 (85)	15	10	15	14	15	14	+10/+10	+12	+9	+7	+9	4d6 (17)	—
Young adult	M	13d12+26 (110)	17	10	15	14	15	14	+13/+13	+16	+10	+8	+10	5d6 (18)	18
Adult	L	16d12+48 (152)	19	10	17	16	17	16	+16/+20	+19	+13	+10	+13	6d6 (21)	21
Mature adult	L	19d12+76 (199)	23	10	19	16	17	16	+19/+23	+24	+15	+11	+14	7d6 (23)	22
Old	H	22d12+110 (253)	27	10	21	18	19	18	+22/+30	+28	+18	+13	+17	8d6 (26)	25
Very old	H	25d12+125 (287)	29	10	21	18	19	18	+25/+33	+32	+19	+14	+18	9d6 (27)	26
Ancient	H	28d12+168 (350)	31	10	23	20	21	20	+28/+36	+36	+22	+16	+21	10d6 (30)	29
Wyrm	H	31d12+186 (387)	33	10	23	20	21	20	+31/+39	+31	+23	+17	+22	11d6 (31)	30
Great wyrm	G	34d12+238 (459)	35	10	25	22	23	22	+34/+46	+37	+26	+19	+25	12d6 (34)	33

Amphi Dragon Abilities by Age

Age	Speed	Init	AC	Special Abilities	CL	SR
Wyrmling	20 ft., burrow 10 ft., swim 60 ft.	+0	13 (+2 size, +1 natural), touch 12, flat-footed 13	Amphibious, immunity to acid, improved grab, swallow whole	—	—
Very young	20 ft., burrow 10 ft., swim 60 ft.	+0	16 (+2 size, +4 natural), touch 12, flat-footed 16	—	—	—
Young	20 ft., burrow 10 ft., swim 60 ft.	+0	18 (+1 size, +7 natural), touch 11, flat-footed 18	Acidic hide	—	—
Juvenile	20 ft., burrow 10 ft., swim 60 ft.	+0	20 (+10 natural), touch 10, flat-footed 20	Detect magic	—	—
Young adult	20 ft., burrow 10 ft., swim 60 ft.	+0	23 (+13 natural), touch 10, flat-footed 23	DR 5/magic	—	14
Adult	20 ft., burrow 10 ft., swim 60 ft.	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	Darkness	—	16
Mature adult	20 ft., burrow 10 ft., swim 60 ft.	+0	28 (-1 size, +19 natural), touch 9, flat-footed 28	DR 10/magic	1st	17
Old	20 ft., burrow 10 ft., swim 60 ft.	+0	30 (-2 size, +22 natural), touch 12, flat-footed 30	Suggestion	3rd	19
Very old	20 ft., burrow 10 ft., swim 60 ft.	+0	33 (-2 size, +25 natural), touch 12, flat-footed 33	DR 15/magic	5th	20
Ancient	20 ft., burrow 10 ft., swim 60 ft.	+0	36 (-2 size, +28 natural), touch 12, flat-footed 36	Stinking cloud	7th	22
Wyrm	20 ft., burrow 10 ft., swim 60 ft.	+0	39 (-2 size, +31 natural), touch 12, flat-footed 39	DR 20/magic	9th	23
Great wyrm	20 ft., burrow 10 ft., swim 60 ft.	+0	40 (-4 size, +34 natural), touch 12, flat-footed 40	Mass suggestion	11th	25

Combat

Amphi dragons prefer to lie in wait for their prey, hiding just under the surface of the water in coastal or swamp areas and striking without warning. Their initial attack is almost always with their breath weapon, followed by bite and claw attacks. Amphi dragons cannot fly, and therefore do not make use of any of the wing- or flight-related attacks of other dragons. They can more than make up for this with prudent use of their improved grab ability, spell-like abilities, and a well-timed ambush.

Unlike other dragons, amphi dragons do not have an increased reach with their bite attacks, but they do have long tongues that have the reach of a creature of the next size category larger. They use this tongue attack against smaller, solitary targets, as well as obvious spell-casters or weaker individuals.

Acidic Hide (Ex): An amphi dragon is covered in warts that constantly ooze a corrosive acid. Young and older amphi dragons produce enough acid to cause damage to anything that comes in contact with them. Organic creatures or weapons that strike an amphi dragon (including unarmed strikes, claws, and slam attacks) take 2d4 points of acid damage. Metallic creatures or weapons take 2d6 points of acid damage, and creatures and weapons of stone take 1d6 points of acid damage. A gallon or more of water is required to wash away this acid. Amphi dragons

do not inflict acid damage with their own natural weapon attacks.

Breath Weapon (Su): An amphi dragon has only one type of breath weapon, a line of acid.

Improved Grab (Ex): To use this ability, an amphi dragon must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

An amphi dragon can also use its improved grab ability on a tongue attack. If it wins the grapple check, it establishes a hold, retracts its tongue, and transfers the opponent to its mouth as a free action, automatically dealing bite damage.

Swallow Whole (Ex): An amphi dragon can try to swallow a grabbed opponent that is at least one size category smaller by making a successful grapple check.

Once inside the dragon's stomach, the swallowed creature takes crushing damage equal to the amphi dragon's bite damage, plus one point of acid damage for every age category of the dragon. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the amphi dragon's mouth, where another successful grapple check is needed to get free.

A swallowed creature can also cut its way out by using claws or a light piercing or slashing weapon to deal as many points of damage as the amphi dragon's Constitution score (AC 10 + half the amphi dragon's natural armor bonus). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The amphi dragon's interior can hold two opponents of one size smaller, four of the next size smaller, eight of the next size smaller, etc.

Spell-Like Abilities: 3/day–*detect magic* (juvenile or older), *darkness* (adult or older, radius 10 feet per age category); 1/day–*suggestion* (old or older), *stinking cloud* (ancient or older), *mass suggestion* (great wyrm).

Amphibious (Ex): As their name indicates, amphi dragons breathe underwater but can survive on land indefinitely. Like other aquatic creatures, amphi dragons can freely use all of their abilities while underwater.

Skills: Hide, Jump, and Swim are considered class skills for amphi dragons. An amphi dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* Amphi dragons receive a +8 racial bonus to Hide checks due to their ability to change their coloring to match their surroundings, and a +10 racial bonus to Jump checks.

Skills and Feats: Escape Artist +11, Hide +26, Intimidate +14, Jump +38, Knowledge (nature) +14, Listen +27, Search +25, Sense Motive +14, Spot +27, Survival +14 (+16 tracks), Swim +28. Alertness, Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attacks (claws), Multiattack, Power Attack.

Mature Adult Amphi Dragon

CR 11; Large dragon (aquatic, water); HD 19d12+76; hp 199; Init +0; Spd 20 ft., burrow 10 ft., swim 60 ft.; AC 29, touch 9, flat-footed 29; Base Atk +19; Grp +23; Atk +24 melee (2d6+6, bite), Full Atk +24 melee (2d6+6, bite), +22 melee (–, tongue), +22 melee (2d6+3, 2 claws), +22 melee (1d8+9, tail slap); Space/Reach 10 ft./ 5 ft. (tongue 10 ft.); SA breath weapon, frightful presence, improved grab, spell-like abilities, spells, swallow whole; SQ acidic hide, amphibious, damage reduction 10/magic, darkvision 60 ft, immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 17; AL NE; SV Fort +15, Ref +11, Will +14; Str 23, Dex 10, Con 19, Int 16, Wis 17, Cha 16.

Skills and Feats: Escape Artist +11, Hide +26, Intimidate +14, Jump +38, Knowledge (nature) +14, Listen +27, Search +25, Sense Motive +14, Spot +27, Survival +14 (+16 tracks), Swim +28. Alertness, Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attacks (claws), Multiattack, Power Attack.

Acidic Hide (Ex): Organic creatures or weapons that strike the dragon (including unarmed strikes, claws, and slam attacks) take 2d4 points of acid damage, metallic creatures or weapons take 2d6 points of acid damage, and creatures and weapons of stone take 1d6 points of acid damage. A gallon or more of water is required to wash away this acid.

Breath Weapon (Su):: 80-ft line, damage 7d6 acid, Reflex DC 23 half. This breath weapon is effective both on the surface and underwater.

Frightful Presence (Ex): 210-ft. radius, HD 18 or less, Will DC 22 negates.

Improved Grab (Ex): To use this ability, an amphi dragon must hit a Small or smaller sized creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

An amphi dragon can also use its improved grab ability on a tongue attack. If it wins the grapple check, it establishes a hold, retracts its tongue, and transfers the opponent to its mouth as a free action, automatically dealing bite damage.

Spell-Like Abilities: 3/day – *darkness* (70-ft. radius), *detect magic*. Caster level 7th; save DC 13 + spell level.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/4; save DC 13 + spell level): 0–*acid splash, detect poison, read magic, resistance*; 1st–**grease**, *obscuring mist*.

Swallow Whole (Ex): An amphi dragon can try to swallow a Small or smaller grabbed opponent by making a successful grapple check. Swallowed creatures take 2d6+6 points of crushing damage plus 7 points of acid damage from the dragon's stomach. Swallowed creatures can cut their way out by using claws or a light piercing or slashing weapon to deal 19 points of damage (AC 20). The dragon's interior can hold two Medium creatures, four Small creatures, eight Tiny creatures, sixteen Diminutive creatures, and thirty-two Fine creatures.

Amphibious (Ex): The dragon can operate on both land and in water and can freely use its breath weapons, spells, and other abilities while submerged.

Dragon, Aquatic

Dragon (Water)



Environment: Aquatic

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 4-5 HD; very young 7-8 HD; young 10-11 HD; juvenile 13-14 HD; young adult 16-17 HD; adult 19-20 HD; mature adult 22-23 HD; old 25-26 HD; very old 28-29 HD; ancient 31-32 HD; wyrm 34-35 HD; great wyrm 36+

Level Adjustment: Wyrmling +3; very young +4; young +5; others –

The strange dragon appears to be as much serpent as dragon, with a long, slender body striated in blues and greens. Its elongated head is filled with sharp teeth, while its blue-rimmed eyes glow with azure radiance. Along its body, brightly hued fringes sway gently in the water, while its webbed foreclaws enable it to propel itself gracefully through the depths.

Aquatic dragons are shy and reclusive, and were only considered a myth even by the Dimernesti and Dargonesti until the return of the good dragons following the War of Souls.

An aquatic dragon's scales can vary greatly, although shades of green and blue are the most common hues. The scales are small and layered to provide the dragon with protection from the crushing depths of the deep ocean canyons in which they prefer to make their lairs. The multi-hued fringe that covers their bodies provide the aquatic dragons with bioillumination at a mental command, glowing with a shimmering radiance capable of chasing away the darkness.

Their coloration gives aquatic dragons the ability to blend in with their environment, although their bioillumination can just as easily give away their presence. However, their breath weapon enables them to conceal themselves in the manner of an octopus, creating a cloud of inky darkness to blind and confuse enemies, giving the dragon enough time to escape.

Aquatic dragons dwell in the deepest, darkest depths of the ocean, typically in natural caverns formed from volcanic activity along the ocean floor. In these caves, the dragons keep their treasure, scavenged from the countless vessels that have sunk to the ocean floor. Aquatic dragons collect anything they can find from the surface world. Their underwater lairs often resemble ship graveyards.

Aquatic Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	3d12+3 (22)	11	12	13	13	14	12	+3/-5	+5	+4	+4	+5	1d6 (12)	—
Very young	S	6d12+6 (45)	13	12	13	13	16	12	+6/+3	+8	+6	+6	+8	2d6 (14)	—
Young	M	9d12+18 (76)	15	12	15	15	18	14	+9/+11	+11	+8	+7	+10	3d6 (16)	—
Juvenile	M	12d12+24 (102)	17	12	15	15	20	14	+12/+15	+15	+10	+9	+13	4d6 (18)	—
Young adult	L	15d12+45 (142)	19	12	17	17	22	16	+15/+23	+18	+12	+10	+15	5d6 (20)	20
Adult	L	18d12+54 (171)	21	12	17	17	24	16	+18/+27	+22	+14	+12	+18	6d6 (22)	22
Mature adult	L	21d12+84 (220)	23	12	19	19	26	18	+21/+31	+26	+16	+14	+20	7d6 (24)	24
Old	H	24d12+96 (252)	27	12	19	19	28	18	+24/+40	+30	+18	+15	+23	8d6 (26)	26
Very old	H	27d12+135 (310)	29	12	21	21	30	20	+27/+44	+34	+20	+16	+25	9d6 (28)	28
Ancient	H	30d12+150 (345)	31	12	21	23	32	20	+30/+48	+38	+22	+18	+29	10d6 (30)	30
Wyrm	H	33d12+198 (412)	33	12	23	25	34	22	+33/+52	+42	+24	+19	+32	11d6 (32)	32
Great wyrm	G	36d12+216 (450)	35	12	25	27	36	22	+36/+60	+44	+26	+21	+36	12d6 (34)	34

Aquatic Dragon Abilities by Age

Age	Speed	Init	AC	Special Abilities	CL	SR
Wyrmling	20 ft., swim 40 ft.	+1	16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15	Alternate form, continual flame, immunity to acid and cold, vulnerable to fire, waterbreathing	—	—
Very young	30 ft., swim 60 ft.	+1	18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 17		—	—
Young	40 ft., swim 80 ft.	+1	20 (+1 Dex, +9 natural), touch 11, flat-footed 19		1st	—
Juvenile	40 ft., swim 80 ft.	+1	23 (+1 Dex, +12 natural), touch 11, flat-footed 22	Fog cloud	2rd	—
Young adult	40 ft., swim 80 ft.	+1	25 (-1 size, +1 Dex, +15 natural), touch 10, flat-footed 25	Constrict, DR 5/magic, improved grab	5th	—
Adult	40 ft., swim 80 ft.	+1	28 (-1 size, +1 Dex, +18 natural), touch 10, flat-footed 27	Invisibility	7th	18
Mature adult	40 ft., swim 80 ft.	+1	31 (-1 size, +1 Dex, +21 natural), touch 10, flat-footed 30	DR 10/magic	9th	20
Old	40 ft., swim 80 ft.	+1	33 (-2 size, +1 Dex, +24 natural), touch 9, flat-footed 32	Wall of water	11th	22
Very old	40 ft., swim 80 ft.	+1	36 (-2 size, +1 Dex, +27 natural), touch 9, flat-footed 35	DR 15/magic	13th	24
Ancient	40 ft., swim 80 ft.	+1	39 (-2 size, +1 Dex, +30 natural), touch 9, flat-footed 38	Improved Invisibility	15th	26
Wyrm	50 ft., swim 100 ft.	+1	42 (-2 size, +1 Dex, +33 natural), touch 9, flat-footed 41	DR 20/magic	17th	28
Great wyrm	50 ft., swim 100 ft.	+1	43 (-4 size, +1 Dex, +36 natural), touch 7, flat-footed 42	Control weather	19th	30

Combat

Aquatic dragons typically try to avoid combat whenever possible, using their breath weapon to provide cover to give them enough time to escape. However, when pressed into an unavoidable fight, or when their young are threatened, aquatic dragons can be surprisingly vicious opponents. Older dragons will use their wall of water ability to separate their opponents into smaller groups, followed by their breath weapon attack to blind and slow them down, giving the swift

dragon ample opportunity to pick off enemies one by one.

Breath Weapon (Su): An aquatic dragon's breath weapon takes two forms, one underwater and one out of water. Underwater, the breath weapon manifests as an inky spread (covering the same area given for a cone-shaped breath weapon) of chilling darkness. Creatures caught within the spread must make a Fortitude saving throw or be slowed for 1d6 rounds plus 1 round per age category of the dragon. The cloud lasts for 1d6 minutes plus 1 round per age category before dissipating. Creatures immune to cold are not slowed by the effect.

Above water, the aquatic dragon's breath weapon manifests as a cone of hoarfrost, inflicting cold damage.

Alternate Form (Su): An aquatic dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): An aquatic dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Constrict (Ex): An aquatic dragon deals damage on a successful grapple check according to the following table. The aquatic dragon adds 1-1/2 its Strength bonus to constricting damage.

Constrict Damage

Size	Constrict Damage
Large	1d8
Huge	2d6
Gargantuan	2d8

Improved Grab (Ex): Aquatic dragons do not possess wings, thus they cannot utilize the 2 wing attacks most dragons are capable of performing. Instead, at young adult and older, they gain Improved Grab. On any successful hit on an opponent with a tail slap or tail sweep, the aquatic dragon can attempt to start a grapple as a free action, without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

***Wall of Water* (Sp):** Twice per day, an old or older aquatic dragon can create a wall of solid water (with an area up to one 10-ft. square/level). Underwater, this functions identically to a *wall of force* cast by a sorcerer of the dragon's caster level. Above water, the wall mimics the effects of a wind wall, although any creature passing through the wall will suffer 1d6 points of crushing (bludgeoning) damage +1 point per caster level (no save).

Spell-Like Abilities: At will–*continual flame* (multihued radiance from its fringe only); 3/day–*fog cloud* (juvenile or older), *invisibility* (adult or older); 2/day–*improved invisibility* (ancient or older); 1/day–*control weather* (great wyrm).

Skills: Disguise, Hide, Move Silently, Survival, and Swim are considered class skills for aquatic dragons.

Young Adult Aquatic Dragon

CR 9; Large dragon (water); HD 15d12+45; hp 142; Init +5; Spd 40 ft., swim 80 ft.; AC 25, touch 10, flat-footed 25; Base Atk +15; Grp +23; Atk +18 melee (2d6+4, bite); Full Atk +18 melee (2d6+4, bite), +16 melee (1d8+2, 2 claws), +16 melee (1d8+2, tail slap); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA breath weapon, constrict (1d8+6), frightful presence, improved grab, spell-like abilities, spells; SQ alternate form, blindsenses, damage reduction 5/magic, darkvision 120 ft., immunity to cold, *sleep*, and paralysis, low-light vision, water breathing; AL CG; SV Fort +12, Ref +10, Will +15; Str 19, Dex 12, Con 17, Int 17, Wis 22, Cha 16.

Skills and Feats: Bluff +12, Concentration +9, Disguise +13, Diplomacy +12, Escape Artist +10, Hide +11, Intimidate +13, Knowledge (arcana) +9, Knowledge (nature) +13, Listen +16, Move Silently +13, Search +12, Sense Motive +16, Spellcraft +11, Spot +16, Survival +16, Swim +14, Use Magic Device +11; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Multiattack, Stealthy.

Breath Weapon (Su): 40-ft. spread (underwater), slow 1d6+5 rounds, Fortitude DC 20 negates; 40-ft. cone (above water), damage 5d6 cold, Reflex DC 20 half.

Frightful Presence (Ex): 150-ft. radius, HD 15 or less, Will DC 20 negates.

Spell-Like Abilities: At will–*continual flame* (multihued radiance from its fringe only); 3/day–fog *cloud*. Caster level 5th.

Spells: As 5th-level sorcerer.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0–*dancing lights, daze, detect magic, flare, light, message.* 1st–*color spray, hypnotism, ray of enfeeblement, shocking grasp.* 2nd–*daze monster, locate object.*

Water Breathing (Ex): An aquatic dragon can breathe underwater indefinitely and can

freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): An aquatic dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Dragon, Fire

Dragon (Chaotic, Extraplanar, Fire)



Environment: Warm mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 12; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Standard (nonflammables only)

Alignment: Always chaotic evil

Advancement: Wyrmling 5-6 HD; very young 8-9 HD ; young 11-12 HD; juvenile 14-15 HD; young adult 17-18 HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrm 35-36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others –

This dragon appears to be created from molten rock. It is covered in cracked obsidian scales and gives off an eerie reddish-orange glow as magma pulses just beneath the surface. Its eyes flare like embers. Spikes run along its spine like shards of stone.

Fire dragons are among the most rapacious and savage minions that the Father of All and Nothing created during the Chaos War.

A fire dragon resembles animated magma given draconic shape; its black scales are the result of the cooling volcanic rock as it touches the air. Wyrmling fire dragons have smoothly polished obsidian scales, and the slight orange glow of magma can be seen emanating through the fine

cracks. As the dragon ages, its scales become increasingly large and hewn with ragged chips. The cracks between scales grow larger, allowing more of the pulsing magma to be seen.

Fire dragons usually lair in volcanic caverns such as the Lords of Doom and often bathe in magma. Like other dragons, the wyrms of Chaos have an interest in gathering treasure–however due to the extreme heat of their preferred lairs, as well as the heat from their bodies, few metal or flammable items manage to survive intact.

When fire dragons were first unleashed upon Ansalon, many believed them to be mere constructs of lava animated by Chaos to resemble dragons, and pointed to the creatures' sub par intelligence (when compared to other dragons) as proof. Scholars have observed that fire dragons are far more than mere constructs, but a new type of dragon that has survived long after the race's creator was banished from Krynn. Draconic behavior has been observed in fire dragons, including mating and producing clutches of volcanic eggs. Many now believe that fire dragons are legitimate cousins to the chromatic and metallic varieties.

In light of the discovery of frost dragons, some sages have theorized that fire dragons were once red dragons who made a pact with Chaos in order to survive his planned destruction of Krynn. Few give credence to this theory, as few red dragons would voluntarily give up their intelligence and magical power. A more likely explanation is that Chaos simply completed his task too well, and over time his creations have gained a sort of true dragonhood, something that continues to perplex scholars and gnomes completing highly dangerous Life Quests.

Fire dragons speak Draconic, but will not communicate with any non-fire dragon.

Fire Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	M	4d12+16 (42)	19	10	19	6	7	6	+4/+8	+8	+9	+4	+2	2d6 (16)	—
Very young	L	7d12+35 (80)	21	10	21	6	7	6	+7/+16	+11	+10	+5	+3	4d6 (18)	—
Young	L	10d12+50 (115)	23	10	21	8	9	8	+10/+20	+15	+12	+7	+5	6d6 (20)	—
Juvenile	L	13d12+78 (162)	25	10	23	10	11	10	+13/+24	+19	+14	+8	+8	8d6 (22)	—
Young adult	H	16d12+112 (216)	29	10	25	10	11	10	+16/+33	+23	+17	+10	+10	10d6 (25)	18
Adult	H	19d12+152 (275)	31	10	27	12	13	12	+19/+37	+27	+19	+11	+12	12d6 (27)	20
Mature adult	H	22d12+176 (319)	33	10	27	12	13	12	+22/+41	+31	+21	+13	+14	14d6 (29)	22
Old	G	25d12+225 (387)	35	10	29	14	15	14	+25/+49	+33	+23	+14	+16	16d6 (31)	24
Very old	G	28d12+252 (434)	37	10	29	14	15	14	+28/+53	+37	+25	+16	+18	18d6 (33)	26
Ancient	G	31d12+310 (511)	39	10	31	16	17	16	+31/+57	+41	+27	+17	+20	20d6 (35)	28
Wyrm	G	34d12+374 (595)	41	10	33	16	17	16	+34/+61	+45	+30	+19	+22	22d6 (38)	30
Great wyrm	C	37d12+407 (647)	43	10	33	18	19	18	+37/+69	+45	+31	+20	+24	24d6 (39)	32

Fire Dragons Abilities by Age

Age	Speed	Init	AC	Special Abilities	CL	SR
Wyrmling	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	13 (+3 natural), touch 10, flat-footed 13	Heat, immunity to fire, vulnerability to cold	—	—
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	15 (-1 size, +6 natural), touch 9, flat-footed 15		—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	18 (-1 size, +9 natural), touch 9, flat-footed 19		—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21	Fireball	—	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	23 (-2 size, +15 natural), touch 8, flat-footed 23	DR 5/ lawful or magic	—	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	Wall of fire	1st	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/ lawful or magic	3rd	23
Old	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	30 (-4 size, +24 natural), touch 6, flat-footed 30	Dispel law	5th	24
Very old	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	33 (-4 size, +27 natural) touch 6, flat-footed 33	DR 15/lawful or magic	7th	26
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	36 (-4 size, +30 natural) touch 6, flat-footed 36	Disintegrate	9th	28
Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	39 (-4 size, +33 natural) touch 6, flat-footed 39	DR 20/lawful or magic	11th	30
Great wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	38 (-8 size, +36 natural) touch 2, flat-footed 38	Meteor storm	13th	32

Combat

Fire dragons are weak spellcasters, and so rely on brute force. The dragon will start out by using its breath weapon or other fiery effects to set the area ablaze and catch as many opponents in the effect as it can. It will then move in for melee combat and continue to unleash its breath weapon and any other fire effects between melee strikes.

Breath Weapon (Su): A fire dragon has one type of breath weapon–a cone of chaotic fire. Creatures within the cone must not only succeed at a Reflex save to take half damage from the fire, but succeed on a second Reflex save or catch fire. The heat of the fire dragon's breath weapon is so great, that characters who catch fire in such a manner take damage equal to that provided by the dragon's heat ability (see below) each round from the flames. The Reflex DC to smother the flames is the same as that of the dragon's breath weapon -1 per each round the character has been on fire, down to a minimum of DC 15.

Half of the fire damage from a fire dragon's breath weapon is of chaotic origin and not subject to being reduced by resistance to fire-based attacks. Even red dragons have been burned by the breath weapon of a fire dragon.

Heat (Ex): A fire dragon's body generates intense heat, causing opponents to take additional fire damage every time the dragon succeeds on an attack with its natural weapons. A wyrmling fire dragon deals an extra 1d4 points of fire damage, increasing to 1d6 at young adult, and 1d8 at ancient. Creatures attacking a fire dragon unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

***Fireball* (Sp):** A juvenile or older fire dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day–*wall of fire* (adult or older), *dispel law* (old or older); 1/day–*disintegrate* (ancient or older), *meteor storm* (great wyrm).

Skills: Climb, Jump, and Survival are considered class skills for fire dragons.

Very Old Fire Dragon

CR 19; Gargantuan dragon (chaotic, extraplanar, fire); HD 28d12+252; hp 434; Init +4; Spd 40 ft., burrow 20 ft., fly 200 ft. (clumsy); AC 33, touch 6, flat-footed 33; Base Atk +28; Grp +53; Atk +37 melee (4d6+13 plus 1d6 fire, bite); Full Atk +37 melee (4d6+13 plus 1d6 fire, bite), +35 melee (2d8+6 plus 1d6 fire, 2 claws), +35 melee (2d6+6 plus 1d6 fire, 2 wings), +35 melee (2d8+19 plus 1d6 fire, tail slap); Space/Reach 20 ft./15 ft. (bite 20 ft.); SA breath weapon, crush, heat, frightful presence, spell-like abilities, spells, tail sweep; SQ damage reduction 15/lawful or magic, darkvision 120 ft, immunity to fire, *sleep* and paralysis, low-light vision, spell resistance 26, vulnerability to cold; AL CE; SV Fort +25, Ref +16, Will +18; Str 37, Dex 10, Con 29, Int 14, Wis 15, Cha 14.

Skills and Feats: Climb +37, Escape Artist +31, Intimidate +33, Jump+44, Listen +35, Search +33, Spot +35, Survival +3. Alertness, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Snatch, Strafing breath.

Breath Weapon (Su): 60-ft cone, damage 18d6 fire, Reflex DC 33 half; catch on fire for 1d6 damage per round, Reflex DC 33 negates.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+19 points of bludgeoning damage, and must succeed on a DC 33 Reflex save or be pinned; grapple bonus +53.

Heat (Ex): Natural attacks inflict extra 1d6 fire damage. Creatures who hit the dragon with unarmed or natural attacks take 1d6 fire damage.

Frightful Presence (Ex): 270-ft. radius, HD 27 or less, Will DC 26 negates.

Spell-Like Abilities: 9/day–*fireball* (DC 15); 3/day–*wall of fire* (DC 16), *dispel law* (DC 16). Caster level 9th. The save DCs are Charisma-based.

Spells: As 7th-level sorcerer.

Sorcerer Spells Known (6/7/7/4; save DC 12 + spell level): 0–*acid splash, daze, detect magic, flare, mage hand, mending, read magic;* 1st–*endure elements,.grease, mage armor, magic missile, true strike;* 2nd–*cat's grace, flaming sphere, shatter;* 3rd–*lightning bolt, protection from energy.*

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+19 points of bludgeoning damage, Reflex DC 33 half.

Dragon, Frost
Dragon (Chaotic, Cold)



Environment: Cold plains
Organization: Solitary or pair
Challenge Rating: Wyrmling 4; very young 5; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25
Treasure: Standard
Alignment: Always chaotic evil
Advancement: Wyrmling 5-7 HD; very young 8-10 HD; young 11-13 HD; juvenile 14-16 HD; young adult 17-19 HD; adult 20-22 HD; mature adult 23-25 HD; old 26-28 HD; very old 29-31 HD; ancient 32-34 HD; wyrm 35-37 HD; great wyrm 38+ HD
Level Adjustment: Wyrmling +5; very young +6; young +7; others –

This slender dragon seems to have been carved from living ice, with deep blue-black cracks all over its body forming the outlines of thick, icy scales. Its head is wide and wedge-shaped, with long backward-sweeping horns forming a crown of icy spurs. Barbs run around its jawline and down its spine to the tail.

Frost dragons are a breed of extremely rare and dangerous servants of Chaos, who were willingly transformed into icy engines of oblivion.

A frost dragon looks like a glacier carved into the form of a dragon. Wyrmling frost dragons are glossy-white and covered in fine cracks of blue and black. As they grow older, the cracks widen and large thick scales of rock-hard ice form, giving them a craggy appearance. Very old and

older frost dragons are like living icebergs with wings, with teeth resembling huge icicles and eyes as black and empty as the Abyss.

Frost dragons were created by the mad god Chaos during the Chaos War. They were once gray dragons–an offshoot race of white dragons altered by the passage of the Graygem in the Age of Dreams, who fled south to the polar reaches. Suffused with the magical energies of Chaos, the grey dragons could not resist the pull of the god when he was freed by the Irda. They came out of hiding, fearing the wrath of Takhisis and seeking power from their patron. Chaos completed their transformation, bestowing upon them the nullifying traits of his frost wights and forever altering their kind. Those few that exist now on Krynn are rare in the extreme and bent on the preservation of their race.

Frost dragons speak Abyssal, Draconic and Common.

Frost Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	S	5d12+5 (37)	13	10	13	9	11	10	+5/+2	+7	+5	+4	+4	2d6 (13)	—
Very young	M	8d12+16 (68)	15	10	15	9	11	10	+8/+10	+10	+8	+6	+6	4d6 (16)	—
Young	M	11d12+22 (93)	17	10	15	11	13	12	+11/+14	+14	+9	+7	+8	6d6 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	13	15	14	+14/+22	+17	+12	+9	+11	8d6 (20)	—
Young adult	L	17d12+68 (178)	23	10	19	13	15	14	+17/+27	+22	+14	+10	+12	10d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	15	17	16	+20/+36	+26	+17	+12	+15	12d6 (25)	23
Mature adult	H	23d12+115 (264)	29	10	21	15	17	16	+23/+40	+30	+18	+13	+16	14d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	17	19	18	+26/+44	+34	+21	+15	+19	16d6 (29)	27
Very old	H	29d12+174 (362)	33	10	23	17	19	18	+29/+48	+38	+22	+16	+20	18d6 (30)	28
Ancient	G	32d12+224 (432)	35	10	25	19	21	20	+32/+56	+40	+25	+18	+23	20d6 (33)	31
Wyrm	G	35d12+280 (507)	37	10	27	19	21	20	+35/+60	+44	+27	+19	+24	22d6 (35)	32
Great wyrm	G	38d12+304 (551)	39	10	27	21	23	22	+38/+64	+48	+29	+21	+27	24d6 (37)	35

Frost Dragons Abilities by Age

Age	Speed	Init	AC	Special Abilities	CL	SR
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+0	14 (+1 size, +3 natural), touch 11, flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	—	—
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	16 (+6 natural), touch 10, flat-footed 16		—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21		1st	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/lawful or magic	3rd	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	Clairudience/clairvoyance	5th	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/lawful or magic	7th	22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	Confusion	9th	24
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/lawful or magic	11th	25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	36 (-4 size, +30 natural), touch 6, flat-footed 36	Chaos hammer	13th	27
Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/lawful or magic	15th	28
Great wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	Word of chaos	17th	30

Combat

Frost dragons are competent spellcasters and always prepare spells before closing for combat. The first round is spent casting support magic and keeping out of range of opponents. On the second round, frost dragons use their breath weapon against as many targets as possible and close the distance on the third round. Frost dragons make good use of their natural attacks, and, once they commit to a melee engagement, they will usually pursue it until their opponent is dead or at least softened up enough to become the target of a second use of their breath weapon.

Breath Weapon (Su): A frost dragon has one breath weapon, a cone of cold charged with negative energy. Creatures within the cone must not only succeed on a Reflex save to take half damage from the cold, but succeed at a Fortitude save or take 1 point of Charisma damage per age category of the dragon.

Cold (Ex): A frost dragon's body generates intense cold, causing opponents to take additional cold damage every time the dragon succeeds on an attack with its natural weapons. A wyrmling frost dragon deals an extra 1d4 points of cold damage, increasing to 1d6 at young adult, and

1d8 at ancient. Creatures attacking a frost dragon unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Oblivion (Su): An opponent who is killed or has his Charisma reduced to 0 by a frost dragon's breath weapon vanishes, leaving only his clothing and possessions. All memory of the victim similarly vanishes from the minds of those who knew of or met him, as if he had never existed. He may not be raised, resurrected, or otherwise restored, even by means of a *wish.*

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Spell-Like Abilities: 3/day–*clairaudience/clairvoyance* (adult or older), *confusion* (old or older). 1/day–*chaos hammer* (ancient or older), *word of chaos* (great wyrm).

Skills: Climb, Hide and Spellcraft are class skills for frost dragons. Frost dragons gain a +10 racial bonus to Hide checks when in arctic or snow-covered terrain due to their coloration and appearance.

Young Adult Frost Dragon

CR 12; Large dragon (chaotic, cold); HD 17d12+68; hp 178; Init +4; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 24, touch 9, flat-footed 24; Base Atk +17; Grp +27; Atk +22 melee (2d6+6 plus 1d6 cold, bite); Full Atk +22 melee (2d6+6 plus 1d6 cold, bite), +20 melee (1d8+3 plus 1d6 cold, 2 claws), +20 melee (1d6+3 plus 1d6 cold, 2 wings), +20 melee (1d8+9 plus 1d6 cold, tail slap); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA breath weapon, cold, frightful presence, oblivion, spells; SQ damage reduction 5/lawful or magic, darkvision 120 ft, icewalking, immunity to cold, *sleep* and paralysis, low-light vision, spell resistance 19, vulnerability to fire; AL CE; SV Fort +14, Ref +10, Will +12; Str 23, Dex 10, Con 19, Int 13, Wis 15, Cha 14.

Skills and Feats: Climb +16, Concentration +15, Escape Artist +20, Hide +16*, Listen +24, Search +11, Spellcraft +11, Spot +24. Alertness, Cleave, Flyby Attack, Improved Initiative, Multiattack, Power Attack.

Breath Weapon (Su): 40-ft cone, damage 10d6 cold, Reflex DC 22 half; 5 points Charisma damage, Fortitude DC 22 negates.

Cold (Ex): Natural attacks inflict extra 1d6 cold damage. Creatures who hit the dragon with unarmed or natural attacks take 1d6 cold damage.

Frightful Presence (Ex): 150-ft. radius, HD 16 or less, Will DC 20 negates.

Oblivion (Su): If the dragon kills an opponent with or reduces the opponent to 0 Charisma with his breath weapon, the opponent vanishes from existence.

Spells: As 3rd-level sorcerer.

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0–*detect magic, mage hand, mending, read magic, ray of frost*; 1–*endure elements, mage armor, obscuring mist, ray of enfeeblement.*

Icewalk (Ex): As *spider climb* but only on icy surfaces.

Gray Dragons

The gray dragons of Krynn are an offshoot of the more common white dragon clan, transformed by the passing of the Graygem in the Age of Dreams into a more intelligent if smaller breed. Although they took part in the Third Dragonwar to a limited extent, their innate cowardice forced them to retreat in one engagement and they were never seen again, fleeing to Icereach. Takhisis turned from them, and while they heard the call of their Queen in the Age of Despair they did not heed it. One or two gray dragons ventured north following the Dark Queen's defeat, but found that the world had no place for them. It was not until Chaos emerged from the Graygem that their true destiny seemed laid before them.

A gray dragon has the same statistics as a white dragon of its age category, with the following changes.

- Strength -2, Constitution -2, Intelligence +4, Charisma +2
- Caster level 1st at juvenile age, 3rd at young adult, 5th at adult, 7th at mature adult, 9th at old, 11th at very old, 13th at ancient, 15th at wyrm, and 17th at great wyrm.
- **Challenge Rating:** Wyrmling 2; very young 3; young 4; juvenile 7; young adult 9; adult 11; mature adult 13; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

The creatures presented in this section are offshoots, variations, or magically-altered minions of greater dragons. While they appear weaker than their mighty cousins, they make dangerous opponents.

Draconian, Noble

Noble draconians were created in an act of desperation by the dragonarmies during the latter days of the War of the Lance. When the good dragon eggs (the source of the original draconian types) were liberated from the temples in Sanction, Lord Ariakas commanded that the draconian creation ritual be performed on the eggs of evil dragons. But the highlord did not understand the laws of balance that govern Krynn, mandated when the world was forged. When the ritual, designed to corrupt the eggs of good dragons toward evil, was performed on evil dragon eggs, it did not have the desired effect. Instead of creating servants of evil, the chromatic (or "Noble") draconians inherently followed the path of good.

Most of the noble draconians were destroyed while still young, but some managed to liberate themselves during the chaotic last days of the war. After that, they went into hiding, helping others when possible, but generally just staying out of the way. Their numbers thinned even more during the Chaos War, and there were only a handful left during the War of Souls.

Noble draconians do not, as a general rule, get along with other draconian types. Most have a deep hatred of dragonspawn, feeling they are abominations of evil. Most will try to help others in need and render aid when asked.

Noble Draconian Traits

Noble draconians share the following traits.

Inspired by Dragons (Ex): Noble draconians are drawn to good dragons and revere them. When a good-aligned dragon commander is within line of sight or when entering a battle





Frost Draconian

Lightning Draconian

under the command of a good dragon (in the chain of command), noble draconians receive a +1 morale bonus on all attack rolls and saving throws.

Dragon Traits: All draconians are immune to *sleep* and paralysis effects. They possess darkvision (60-foot range) and low-light vision.

Disease Immunity (Ex): Draconians are immune to all diseases.

Glide (Ex): Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.

Low Metabolism (Ex): Draconians can survive on one-tenth the food and water it takes to sustain a human.

Draconian, Frost

The dragon-man stands five feet tall, with white scales fading to gray. Its wings are folded upon its back, and two small horns grow above its pale blue eyes. An eerie aura of frosty mist wraps its body.

Frost draconians are derivations of white dragons. While they inherit that breed's limited intellect and short temper, they instinctively follow the path of good.

Because they are so rare, frost draconians are rarely found in groups or even pairs. Despite this, they are actually quite social creatures and will associate freely with those who accept them as good. When companionship of this sort cannot be found, frost draconians may live near human or elven communities for a time, acting as a sort of unseen guardian. While they enjoy companionship, these draconians tend to wander, most often migrating southward for colder climes. They think of themselves as unique creatures and would not advocate the creation of more draconians of any type.

Combat

Frost draconians are quite aggressive when angered, and rarely use sophisticated fighting tactics. If fighting in a group, they will attempt to surround their victims. They fight with claws or whatever weapons they might have, preferably cleaving/crushing weapons.

Death Throe (Su): A frost draconian freezes rapidly the moment it dies. It then immediately explodes into small icy shards, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures may attempt a Reflex save at DC 14 for half damage.

Cold Subtype (Ex): A frost draconian is immune to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Frost Draconian as Characters

A frost draconian's favored class is fighter. Most advanced NPC examples are either fighters or barbarians.

Draconian, Frost

Hit Dice	2d12+2 (15 hp)
Initiative	+0
Speed	30 ft.
Armor Class	18 (+3 natural, +5 breastplate)
Base Attack/Grapple	+2/+3
Attack	Claw +4 melee (1d4+1); or longsword +3 melee (1d8+1)
Full Attack	2 claws +4 melee (1d4+1) and bite –2 melee (1d3+1); or longsword +3 melee and bite –2 melee (1d3+1)
Space/Reach	5 ft. /5 ft.
Special Attacks	Death throe, draconian traits, immunity to cold, spell resistance 8, vulnerability to fire
Special Qualities	Fort +4, Ref +3, Will +2
Saves	2d12+2 (15 hp)
Abilities	Str 13, Dex 11, Con 13, Int 9, Wis 9, Cha 11
Skills	Climb +6, Disguise +5, Intimidate +5, Listen +4, Spot +4
Feats	Run (b), Weapon Focus (claw)
Environment	Any land
Organization	Solitary or pair
Challenge Rating	2
Treasure	50% coins; 50% goods; standard items
Alignment	Usually chaotic good
Advancement	By character class
Level Adjustment	+1

Draconian, Venom

The black-scaled, draconic humanoid stands five-and-a-half feet tall, with a lean, muscular frame. Two curved, sharp horns frame its serpentine face.

Venom draconians were created from the eggs of black dragons. Though often bitter and reclusive, most use their skills to battle evil.

Venom draconians are extremely rare and, when encountered, will usually be alone or in the company of one or two other noble draconians. They are solitary by nature, only keeping the company of others when necessary–though they can actually be quite engaging when befriended.

Combat

Like a snake in the grass, a venom draconian prefers to use stealth and swift strikes to eliminate its opponents. It will stalk an enemy and strike at the moment of greatest opportunity. Venom draconians see no honor in combat of any form and will use any trick possible to ensure victory.

Death Throe (Su): When a venom draconian dies, its body instantly dissolves into a 5-foot radius pool of acid. All within this area suffer 1d6 points of acid damage each round they remain in the pool. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the venom draconian suffer damage from the acid as well.

Poison (Ex): A venom draconian has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fortitude save, DC 12). A venom draconian is immune to its own poison.

Sneak Attack: If a venom draconian can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Any time the venom draconian's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the venom draconian's attack deals +1d6 points of damage. Should the venom draconian score a critical hit with a sneak attack, the extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

A venom draconian can only sneak attack living creatures with discernible anatomies–undead,

Draconian, Venom

Hit Dice	2d12 (13 hp)
Initiative	+1 (Dex)
Speed	30 ft.
Armor Class	15 (+1 Dex, +2 natural, +2 leather armor)
Base Attack/Grapple	+2/+2
Attack	Short sword +2 melee (1d6); or light crossbow +3 ranged (1d8)
Full Attack	Short sword +2 melee (1d6) and bite –3 melee (1d6); or light crossbow +3 ranged (1d8)
Space/Reach	5ft. /5 ft.
Special Attacks	Death throe, poison spit, sneak attack +1d6
Special Qualities	Draconian traits, spell resistance 11
Saves	Fort +3, Ref +4, Will +2
Abilities	Str 11, Dex 13, Con 11, Int 11, Wis 8, Cha 13
Skills	Hide +8, Listen +4, Move Silently +8, Search +5, Spot +4
Feats	Run, Stealthy
Environment	Any land
Organization	Solitary or pair
Challenge Rating	4
Treasure	Standard
Alignment	Usually chaotic good
Advancement	By character class
Level Adjustment	+2

constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the venom draconian must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The venom draconian cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond its reach.

If a venom draconian gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Venom Draconian as Characters

A venom draconian's favored class is rogue. Most advanced NPC venom draconians are rogues.

Draconian, Vapor

The draconic humanoid has emerald green scales and stands six feet tall, with wings cresting a full foot higher than its shoulders. Its body is surrounded by an aura of green mist.

Vapor draconians derive from green dragons. They make use of impressive combat skills and innate divine spellcasting ability to battle enemies and defend those under their protection.

Both intelligent and wise, vapor draconians are drawn to nature and usually live in green, woodland settings. They understand the balance of nature and will only take violent action against those who disturb that balance–or evil-doers who must be stopped for the greater good.

Vapor draconians dislike civilization. They are most comfortable when in the wilderness.

Combat

Vapor draconians go from calm to frenzied in an instant, often catching opponents off-guard. Once committed to battle, they will fight with any way they can in order to achieve victory.

Death Throe (Su): On the round that a vapor draconian dies, its flesh dissolves and releases a cloud of vapor, dealing 1d6 points of acid damage to all within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 14) for half damage.

Spells: A vapor draconian casts spells as a 4th-level mystic. Its domain is usually Plant.

Typical Spells Known (6/7/3; base save DC 11 + spell level): 0–*create water, cure minor wounds, detect magic, light, mending, resistance*; 1st–*cure light wounds, entangle*, magic stone, obscuring mist*; 2nd–*barkskin*, bear's strength.*

Draconian, Vapor

Hit Dice	4d12 (26 hp)
Initiative	+0
Speed	30 ft. (6 squares)
Armor Class	18 (+8 natural)
Base Attack/Grapple	+4/+5
Attack	Claw +5 melee (1d4+1); or quarterstaff +5 melee (1d6+1); or heavy crossbow +4 ranged (1d10)
Full Attack	2 claws +5 melee (1d4+1) and bite +0 melee (1d4+1); or quarterstaff +5 melee (1d6+1); or heavy crossbow +4 ranged (1d10)
Space/Reach	5 ft. /5 ft.
Special Attacks	Spells, death throe
Special Qualities	Draconian traits, spell resistance 14
Saves	Fort +4, Ref +4, Will +5
Abilities	Str 13, Dex 11, Con 11, Int 13, Wis 13, Cha 11
Skills	Bluff +7, Concentration +7 (+11 when casting on defensive), Intimidate +7, Knowledge (nature) +8, Listen +8, Search +8, Spellcraft +8, Spot +8, Survival +8
Feats	Combat Casting, Point Blank Shot, Run (b)
Environment	Any land
Organization	Solitary or pair
Challenge Rating	5
Treasure	Standard
Alignment	Usually lawful good
Advancement	By character class
Level Adjustment	+3

Vapor Draconian as Characters

Most advanced NPC vapor draconians are mystics, who sometimes take levels in barbarian or ranger. A vapor draconian's favored class is mystic. When a vapor draconian advances in levels as a mystic, it adds its mystic levels to its innate spellcasting ability. For example, a vapor draconian 8th-level mystic has the spells per day, spells known, and caster level of a 12th-level mystic. However, its base attack bonus, base save bonuses, and familiar, if any, are all determined by adding the appropriate features of a 8th-level mystic to the vapor draconian's base statistics.

Draconian, Lightning

The blue-scaled draconian stands well over seven feet tall, almost completely covered in heavy plate armor. Electricity crackles from its claws. It has a long tail that whips from side to side.

Lightning draconians derive from blue dragon eggs. They ferociously fight for the cause of good. When necessary, they use heavy armor and available magic to disguise their identity and battle for the gods of good whom they revere.

The blue draconians are highly social creatures who seek acceptance among other races. They show little mercy to metallic draconians.

Lightning draconians revere the gods of good and have an instinctive link to the divine. Each chooses a deity to serve, often Kiri-Jolith.

Combat

Lightning draconians are skilled combatants, using their size and strength to their advantage—cleaving opponents in two with a greatsword or crushing them with a bludgeoning weapon. They make use of their ability to fly and their muscular tails to gain advantage. Though ferocious, they will grant mercy to an enemy who asks for it, though they will take steps to make sure a foe is disabled and no longer a threat.

A lightning draconian's ability to fly gives it an important tactical advantage. It can race forward on all fours, silently glide from a height, or attack from the air. Many opponents are unfamiliar with the existence of flying draconians, giving a lightning draconian the additional advantage of surprise.

Aura of Good (Ex): The power of a lightning draconian's aura of good (see the *detect good* spell) is equal to that of a 6th level paladin.

***Detect Evil* (Sp):** At will, a lightning draconian can use *detect evil*, as the spell.

Hit Dice	6d12+12 (51 hp)
Initiative	+0
Speed	30 ft., fly 60 ft (poor)
Armor Class	21 (–1 size, +4 natural, +8 full plate)
Base Attack/Grapple	+6/+11
Attack	Claw +7 melee (1d4+2); or tail +7 melee (2d4+3); or greatsword +9 melee (3d6+4/ 19-20)
Full Attack	2 claws +7 melee (1d4+2) and bite +7 melee (1d8+1); or tail +7 melee (2d4+3); or greatsword +9/+4 melee (3d6+4/ 19-20); or greatsword +9 melee (3d6+4/19-20) and bite +5 melee (1d8+1)
Space/Reach	10 ft. /10 ft.
Special Attacks	Smite evil (1/day), spells, *shocking grasp*, turn undead, trip, death throe
Special Qualities	Aura of courage, aura of good, *detect evil*, divine grace, divine heath, draconian traits, immunity to electricity, lay on hands, *remove disease* (1/week), spell resistance 16
Saves	Fort +7, Ref +5, Will +6
Abilities	Str 15, Dex 11, Con 15, Int 11, Wis 12, Cha 12
Skills	Bluff +8, Climb +8, Concentration +5 (+9 when casting defensively), Diplomacy +9, Disguise +6 (+8 when acting in character), Gather Information +8, Jump +5, Intimidate +10, Listen +10
Feats	Combat Casting, Multiattack, Run (b), Weapon Focus (greatsword)
Environment	Any land
Organization	Solitary or pair
Challenge Rating	7
Treasure	Standard
Alignment	Always lawful good
Advancement	By character class
Level Adjustment	+5

Smite Evil (Su): Twice per day, a lightning draconian may attempt to smite evil with one normal melee attack. It adds its Charisma bonus (if any) to its attack roll and deals 6 extra point of damage per paladin level (as a 6th level paladin, see Lightning Draconians as characters). If the lightning draconian accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): A lightning draconian gains a bonus equal to its Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): A lightning draconian with a Charisma score of 12 or higher can heal wounds (its own or those of others) by touch. Each day it can heal a total number of hit points of damage equal to 6 times its Charisma bonus. A lightning draconian may choose to divide its healing among multiple recipients, and it doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a lightning draconian can use any or all of this healing power to deal damage to undead creatures. It may add this damage to any inflicted with its natural weapons. The lightning draconian decides how many of its daily allotment of points to use as damage after successfully attacking an undead creature.

Aura of Courage (Su): A lightning draconian is immune to fear (magical or otherwise). Each ally within 10 feet of it gains a +4 morale bonus on saving throws against fear effects. This ability functions while the lightning draconian is conscious, but not if it is unconscious or dead.

Divine Health (Ex): A lightning draconian has immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): A lightning draconian has the supernatural ability to turn undead. It may use this ability a number of times per day equal to 3 + its Charisma modifier. It turns undead as a 3rd level cleric.

***Remove Disease* (Sp):** At 6th level, a lightning draconian can produce a remove disease effect, as the spell, once per week.

Spells: A lightning draconian can prepare and cast spells as a 6th-level paladin.

Typical Spells Prepared (-/1; base save DC 11 + spell level): 0–*bless weapon, cure light wounds.*

Trip (Ex): A lightning draconian that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lightning draconian.

***Shocking Grasp* (Sp):** A lightning draconian may use *shocking grasp* (as the spell cast by a 6th level sorcerer) a number of times per day equal to 3 + its Charisma modifier. The lightning draconian may use this in conjunction with an attack with its natural weapons (claw, tail, bite) or an attack with any metallic weapon.

Death Throe (Su): When a lightning draconian dies, its body explodes in a massive charge of electricity that first strikes the nearest creature, then arcs to each nearest creature. The effect is otherwise identical to a *chain lightning* spell cast by a 6th-level sorcerer. The lightning draconian's armor, weapons, and equipment all suffer maximum damage from its death throe.

Eras of Play Notes

A lightning draconian's powers come from its direct connection with a deity of good alignment. In any era in which the gods are absent from the world, a lightning draconian loses all spells, spell-like abilities, and supernatural abilities–except for its death throe, immunity to electricity, and *shocking grasp*. Its Challenge Rating and Level Adjustment are both reduced by two (thus, such a draconian would be a CR 5 creature with a +3 Level Adjustment).

Lightning Draconian as Characters

Most advanced NPC lightning draconians are mystics, who sometimes take levels in barbarian or ranger. A lightning draconian's favored class is paladin. When a lightning draconian advances in levels as a paladin, it adds its paladin levels to its innate spellcasting ability and in the advancement of all paladin special abilities as if it were already a 6th-level paladin–with the exception of special mount. For example, a lightning draconian 3rd-level paladin has the spells per day, caster level, and special powers of a 9th-level paladin. However, its base attack bonus and base save bonuses are all determined by adding the appropriate features of a 3rd-level paladin to the lightning draconian's base statistics.

Draconian, Flame

The draconic humanoid stands over seven feet tall and has deep red scales, large wings, and charcoal-colored eyes.

A highly rare and dangerous breed, a flame draconian uses fiery rage to defeat those who threaten it or serve the cause of evil.

Flame draconians are creatures of good, but follow a highly individual code of conduct that doesn't necessarily correspond with the laws of the land. They have a fierce temper and will explode into a frenzied state at the slightest provocation. Flame draconians believe that the tools of battle are often a very personal and natural extension of the combatant himself. They make almost all of their own weapons and armor, smelting the items with their own breath weapon.

Combat

Flame draconians fight impulsely, preferring natural weapons or large weapons that deal plenty of damage. They use their rage and *fireball* attacks to attack the most dangerous opponents first.

Breath Weapon (Su): A Flame draconian with the Draconian Breath Weapon feat may use its breath weapon once per day. The breath weapon is a 30-foot cone of fire that deals 3d8 points of damage (Reflex half, DC 15).

***Fireball* (Sp):** Three times per day a flame draconian can throw a fireball as a standard action as if cast by an 8th-level sorcerer.

Rage (Ex): A flame draconian may rage 3 times per day as if it were an 8th-level barbarian.

Improved Uncanny Dodge (Ex): A flame draconian uses the uncanny dodge and improved uncanny dodge as an 8th-level barbarian.

Death Throe (Su): On the round that a flame draconian dies, it explodes in a 40-foot radius blast of fire. The blast deals 6d6 points of fire damage. Affected creatures can make a Reflex save (DC 16) for half damage. The DC is Charisma based.

Flame Draconian as Characters

Flame draconians fight for good with true ferocity, with most taking levels of either fighter or barbarian. A flame draconian's favored class is barbarian. When a flame draconian advances in levels as a barbarian, its ability to rage stacks with

Draconian, Flame

Hit Dice	8d12+8 (60 hp)	Abilities	Str 15, Dex 13, Con 13, Int 11, Wis 11, Cha 11
Initiative	+1 (Dex)	Skills	Climb +8, Craft (armorsmithing) +11, Craft (Weaponsmithing) +11, Intimidate +11, Jump +7, Listen +11, Survival +11
Speed	30 ft., Fly 60 ft. (poor)	Feats	Cleave, Draconian Breath Weapon (b), Exotic Weapon Proficiency (bastard sword), Power Attack
Armor Class	21 (+1 Dex, +6 natural, +4 breastplate)	Environment	Any land
Base Attack/Grapple	+8/+14	Organization	Solitary or pair
Attack	Claw +10 melee (1d4+2); or bite +10 melee (1d8+2); or bastard sword +10 melee (1d10+2); or longbow +9 ranged (2d6)	Challenge Rating	8
Full Attack	2 claws +10 melee (1d4+2) and bite +5 melee (1d8+2); or bastard sword +10/+5 melee (2d8+2); or longbow +9/+4 ranged (2d6)	Treasure	Double standard
Space/Reach	10 ft. /10 ft.	Alignment	Often chaotic good
Special Attacks	Breath weapon, death throe, fireball, rage 3/day	Advancement	By character class
Special Qualities	Draconian traits, immunity to fire, improved uncanny dodge, spell resistance 20, vulnerability to cold	Level Adjustment	+3
Saves	Fort +7, Ref +7, Will +6		

those it already possesses. For example, a flame draconian 4th-level barbarian may rage 5 times per day. However, its base attack bonus and base save bonuses are all determined by adding the appropriate features of a 4th-level barbarian to the flame draconian's base statistics.

Noble Draconians and the Draconian Feats

Noble draconians are capable of taking the Draconian Breath Weapon and Spectacular Death Throes feats found in the *Dragonlance Campaign Setting*. Below are the types of effects each feat has based upon each race:

Draconian Breath Weapon

Frost	30-ft. cone of cold
Venom	60-ft. line of acid
Vapor	30-ft. cone of corrosive (acid) gas
Lightning	60-ft. line of lightning
Flame	30-ft. cone of fire

Spectacular Death Throes

Frost: You turn to ice and explode as normal, however the range of the explosion affects all within 20 feet, who must make an additional Will save against the same DC, or be stunned for one round.

Venom: Instead of melting into a pool of acid, your body explodes in a 20-ft. burst that deals 4d6 points of acid damage (Reflex save [DC 10 + 1/2 HD + Con modifier] for half).

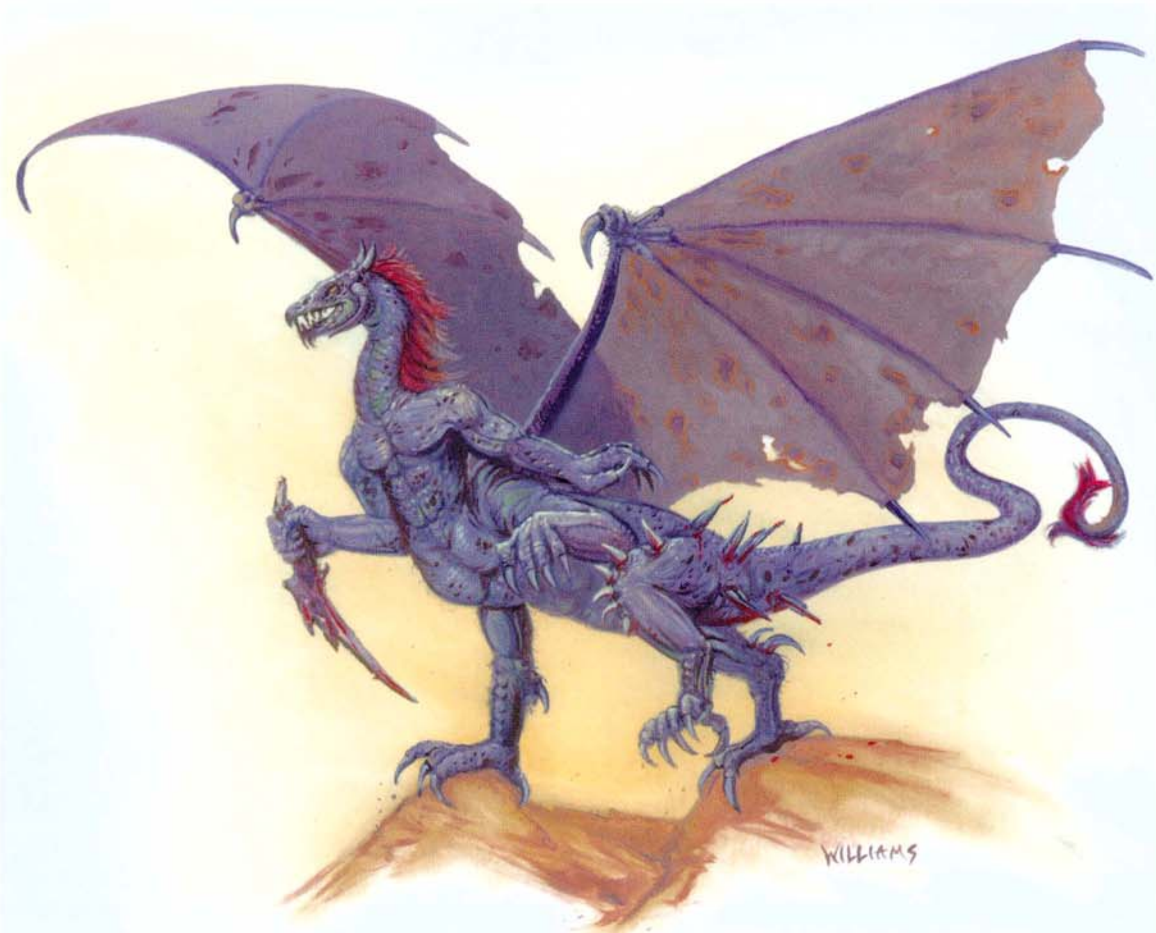
Vapor: Your body explodes in a 20-ft. cloud of corrosive gas that deals 2d6 points of acid damage. In addition to this, anyone caught in the cloud becomes nauseated for 1d10 rounds (Fortitude save [DC 10 + 1/2 HD +Con modifier] negates). The cloud lasts for a number of rounds equal to 1d6 + your Constitution modifier.

Lightning: When your body explodes, it simulates the effect of a *chain lightning* spell cast by a sorcerer 4 levels higher than you. Anyone

who fails their save to take half damage is also stunned for one round.

Flame: You explode in a ball of flame as normal, except all creatures caught in your death throes automatically catch on fire, taking 2d6 points of damage each round that they are on fire (Reflex save [DC 10 + 1/2 HD +Con modifier] extinguishes the flames).

Dragonspawn, Abomination



Abominations result when creatures other than humans and half-elves are subjected to the same process that creates dragonspawn. The template is used whenever such a creature gains the spawn template (thus, if a dwarf were to be spawned by a red dragon, it would use both the red dragonspawn and abomination templates). While abominations possess all the usual abilities of their dragonspawn brethren, for some reason the spawning process always goes awry when targeted against beings without a substantial amount of human blood. Even half-kender and half-ogres are twisted into these misshapen creatures 80% of the time. For some reason, half-elves are the only beings that face no great risk of becoming abominations when spawned (though the occasional exception can be noted). This has led many aestheticsat the Great Library of Palanthas to speculate that the two races are more alike than either cares to admit.

It is impossible to specifically describe abominations, for no two look alike. Generally, spawn abominations bare only a minimal resemblance to their spawn counterparts; they are reptilian and share the same coloration. They possess many of the abilities that spawn do (though sometimes these are changed due to their mutations) but are often horribly misshapen, and have one too many or one too few limbs. As horrid as the spawning process is, it's even worse for victims transforming into abominations, leaving them with an inferior intellect. Few dragons care to create abominations and regard the creatures as flaws to be disposed of. Occasionally, a rather demented dragon prefers to create abominations, delighting in the extra suffering of these mockeries. The black dragon Onysablet is famous for her utilization of abominations as shock troops.

Abomination Mutation and Effects

d%	Mutation	Effect of Mutation
1-5	Extra Eyes	Abomination gains +5 to Spot checks
6-10	Additional Arm	Gains an extra claw attack per round
11-15	Extremely Muscular	+4 to Strength
16-20	Extremely Agile	+4 to Dexterity
21-25	Extremely Tough	+4 Constitution
26-30	Adapted Speed	+10 ft. to ground speed
31-35	Noxious Odor	10-ft. radius *stinking cloud* continually surrounds abomination, only affecting others. (Fortitude save DC 10 + 1/2 HD + Cha modifier)
36-40	Frightful Presence	As dragon's frightful presence ability, 30 ft. radius. (Will save DC 10 + 1/2 HD + Cha Bonus)
41-45	Razor Claws	Claws deal damage as if one size larger (1d8 for Large creatures)
46-50	Tentacles	Claw attacks replaced by slams attack dealing 1d4+Str damage each. Deals 1d6+1 1/2 times Str bonus on a successful grapple check
51-55	Carapace of Scales	Natural Armor is improved by +3
56-60	Animal Instincts	Gains scent and +2 insight bonus to Reflex saves
61-65	Resistant scales	Energy resistance 10 against selected energy type
66-70	Enhanced Metabolism	The abomination gains Fast Healing 3
71-75	Venomous secretions	Bite and claw attacks also deal poison damage, Fortitude save against DC 10 + 1/2 HD + Con modifier. Initial 1 temporary Dex, secondary 1 temporary Dex.
76-80	Magically Resistant	Gains spell resistance of 10 + Hit Dice
81-85	Enhanced Breath Weapon	Breath weapon attack deals an additional two dice of damage
86-90	Magically Talented	+1 effective sorcerer level
91-95	Light Refraction	When in well-lit areas, the abomination's scales refract and scatter light, effectively blurring the creature. This is an extraordinary ability
96-100	.—	Roll twice more, re-rolling results of 96 or above

Sample Abomination Dragonspawn

This creature seems centaur-like in shape and size, except its lower body is that of a black dragon, and its humanoid upper body is covered in fine black scales. Its head is shaped like a dragon's, with sharp teeth jutting at all angles and two ridged bony horns that curve down and forward along its jaws. Large membranous dragon-like wings sprout from the shoulders of its upper body, and long, slender spurs of bone protrude from bleeding wounds all across its haunches. It is on the hunt, brandishing one such bone spur like a short sword, and splaying the disproportionately large talons of its other hand.

Here is an example of an abomination dragonspawn that uses a black dragonspawn centaur as the base creature.

Combat

Abomination black dragonspawn centaurs are fierce creatures who work as Onysablet's patrol squad, due to their quick overland speed. Usually found along the borders of her realm, these abominations fight with ferocity and to the death.

The Reflex save for this abomination dragonspawn's death throe has a DC of 15.

Breath Weapon (Su): 60-foot line, once every 2d4 rouds, damage 6d4 acid, Reflex DC 15 half. The save DC is Constitution-based.

Mutations: Abomination black dragonspawn centaurs have the following mutations:

- **Bone Spurs (Ex)**: Lengthy, rapid-growing bone spurs lie flat against the creature's back. It can remove these and use them as arrows or short swords. The abomination dragonspawn has 2d4 bone spurs that grow back after a week.
- **Enhanced Breath Weapon (Su)**: An abomination black dragonspawn centaur's breath weapon deals an additional 2 dice of damage. These dice are calculated into the breath weapon above.
- **Noxious Odor (Ex):** A 10-ft. radius *stinking cloud* continually surrounds an abomination black dragonspawn centaur affecting all other creatures that fail at a DC 15 Fortitude save. The DC is Constitution-based.

Spells: As a 1st-level sorcerer.

Sorcerer Spells Known (5/4; save DC 11+spell level): 0–*acid splash, daze, detect poison, resistance*; 1st–*cause fear, charm person.*

Abomination Black, Dragonspawn Centaur, Large Monstrous Humanoid (Water)

Hit Dice	4d8+12 (30 hp)	Abilities	Str 20, Dex 14, Con 17, Int 4, Wis 9, Cha 13
Initiative	+2	Skills	Survival +6
Speed	50 ft. (10 squares), fly 100 ft. (average)	Feats	Multiattack, Weapon Focus (hooves)
Armor Class	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16	Environment	Warm marshes
Base Attack/Grapple	+4/+13	Organization	Solitary, squad (2-5) or tribe (10-20)
Attack	Longsword +8 melee (2d6+7/19-20) or composite longbow (+4 Str bonus) +6 ranged (2d6+4/X3)	Challenge Rating	5
Full Attack	Longsword +8 melee (2d6+7/19-20) and 2 hooves +7 melee (1d6+2); or bite +8 melee (1d6+5) and 2 claws +6 melee (1d6+2) and 2 hooves +7 melee (1d6+2); or composite longbow (+4 Str bonus) +6 ranged (2d6+4/X3)	Treasure	Standard
Space/Reach	10 ft. /5 ft.	Alignment	Always chaotic evil
Special Attacks	Breath weapon, death throes, mutations, spells	Advancement	By character class
Special Qualities	Darkvision 60 ft., low-light vision	Level Adjustment	+5
Saves	Fort +4, Ref +6, Will +3		

Creating an Abomination Dragonspawn

"Abomination dragonspawn" is an acquired template that can be added to any dragonspawn (refered to hereafter as the base creature).

An abomination dragonspawn uses all of the base creature's statistics and abilities except as noted below.

Special Attacks and Qualities: In addition to the abilities gained from the regular dragonspawn template, abominations gain extra abilities. Due to the varying nature of abominations, the special attack and special qualities of no two are exactly the same. Roll d% the table twice, and choose a mutation from the specific racial tables. Feel free to add any mutations desired, or change the specifics of the following ones in minor ways to simulate the unique nature of abominations.

Race Specific Mutations: Each abomination dragonspawn gains one mutation based on its original race prior to applying the dragonspawn template. If the race is not listed here, choose any ability from the below racial groups that best fits the original race (such as grouping half-breeds with their parent race), or simply roll on the general mutation table an additional time.

Minotaur or Ogre

- **Rage (Ex):** The creature can rage like a barbarian. If the abomination dragonspawn already has access to this ability, it can use it one additional time per day.
- **Trample (Ex):** After a successful charge attack, the abomination dragonspawn can trample creatures one size category smaller or less than the abomination dragonspawn for 2d6+Str modifier of automatic gore damage. Opponents who do not make attacks of opportunity against the abomination dragonspawn can attempt a Reflex DC 14 save to halve the damage.

Elf

- **Limber Body (Ex):** The creature gains a +4 racial bonus to Move Silently and Escape Artist checks.
- **Keen Vision (Ex):** The abomination dragonspawn's darkvision extends to 120 feet and it gains a +4 racial bonus to Spot checks.

Kender

- **Oversized Wings (Ex):** The abomination dragonspawn's wings are too big for its body, granting it an additional +20 ft. fly speed,

and decreasing its maneuverability rating to "poor."

- **Rasping Voice (Ex):** The voice of the abomination dragonspawn is so horrid that it increases the creature's racial bonus to taunt with the Bluff skill by +2.

Centaur

- **Additional Legs (Ex):** The abomination dragonspawn gains an extra set of legs, granting it 2 additional hoof attacks per round at a –5 penalty. Damage is handled normally.
- **Bone spurs (Ex):** Lengthy, rapid-growing bone spurs lie flat against the creature's back. It can remove these and use them as arrows or short swords. The abomination dragonspawn has 2d4 bone spurs that grow back after a week.

Dwarf or Gnome

- **Burrow speed (Ex):** The abomination dragonspawn's claws become suited for digging, granting it a burrow speed of 20 ft.
- **Weapon Destruction (Ex):** An abomination dragonspawn that successfully disarms an opponent's weapon may make a sunder attempt on the weapon as a free action that does not provoke an attack of opportunity. The sunder gains a +4 racial bonus.

Abilities: –4 Int, –4 Wis.
Challenge Rating: As base creature.
Level Adjustment: As base creature +1.

Dragonspawn, Sea



The dead dragonlord Brine was taught the secret of spawn creation by Malystryx, but rarely had the chance to employ it before his death. Tempest, an underling of Brine's, studied the procedure and went on to create her own sea spawn after his death. No one yet knows for sure whether or not the sea spawn found within the oceans are the remnants of Tempest's own forces, or if a new sea dragon has managed to discover the practice of creating spawn.

Sample Sea Dragonspawn

This reptilian creature is covered in mottled green and brown thick scales. It has a long thin tail that ends in orange flukes and carries a wickedly barbed trident in one hand.

This example uses an 11th-level human fighter as the base creature.

This sea dragonspawn is indicative of the kind of experienced and capable individual Tempest chose for transformation. Lesser sea dragonspawn did not present a worthwhile investment.

Combat

This sea dragonspawn prefers to wait and lurk after his prey, hiding among kelp and seaweed fronds. Once he finds his quarry in a compromising position, the dragonspawn attacks with ferocity, often resorting to using tooth and claw once he's certain of victory.

The Reflex save for this sea dragonspawn's death throe has a DC of 15.

Breath Weapon (Su): 30-foot cone, once every 2d4 rouds, damage 2d8 fire, Reflex DC 18 half; effective both on the surface and underwater. The save DC is Constitution-based.

Spells: As a 1st-level sorcerer.

Sorcerer Spells Known (6/4; save DC 14 + spell level): 0–*daze, detect magic, resistance, touch of fatigue*; 1st–*disguise self, true strike.*

Skills: Sea dragonspawn have a +8 racial bonus on any Swim checks to perform special actions or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Sea Dragonspawn 11th-Level Human Fighter, Medium Monstrous Humanoid (Aquatic, Augmented Humanoid [Human], Water)

Hit Dice	11d10+33 (93 hp)	Saves	Fort +10, Ref +8, Will +5
Initiative	+6	Abilities	Str 20, Dex 16, Con 16, Int 10, Wis 10, Cha 18
Speed	30 ft. (6 squares), Swim 50 ft.	Skills	Intimidate +14, Listen +10, Spot +10, Swim +19
Armor Class	26 (+3 Dex, +10 natural, +3 ring of protection), touch 16, flat-footed 23	Feats	Alertness, Dodge, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (trident), Weapon Specialization (trident)
Base Attack/Grapple	+11/+16	Environment	Warm aquatic
Attack	+1 wounding trident +18 melee (1d8+8 plus 1 Con) or bite +16 melee (1d6+5)	Challenge Rating	13
Full Attack	+1 wounding trident +18/+13 melee (1d8+8 plus 1 Con) or bite +16 melee (1d6+5) and 2 claws +11 melee (1d6+2)	Treasure	Standard
Space/Reach	5 ft. /5 ft.	Alignment	Always neutral evil
Special Attacks	Breath weapon, death throes, spells	Advancement	By character class
Special Qualities	Darkvision 60-ft., low-light vision	Level Adjustment	+2

Creating Sea Dragonspawn

"Sea dragonspawn" is an acquired template that can be added to any corporeal humanoid or monstrous humanoid from Small to Large size (refered to hereafter as the base creature). Use the dragonspawn template from the *Dragonlance Campaign Setting* except where differences are noted below.

Armor Class: Due to their extremely hard scales, sea dragonspawn have a natural AC of +10.

Speed: Sea dragonspawn do not grow wings as a result of their transformation, and therefore do not gain a fly speed. They have a swim speed equal to their land speed +20 feet.

Special Attacks: A sea dragonspawn retains the special attacks of the base creature, and gains the following special attacks.

- **Breath Weapon (Su):** The sea dragonspawn's breath weapon is a 30-foot cone of superheated gas that deals 2d8 fire damage. This breath weapon is useable while underwater.
- **Death Throe (Su):** The sea dragonspawn's death throe is a hot blast dealing 1d8 fire damage.

Abilities: Str +6, Con +4, Wis +2, Cha +4

Skills: Sea dragonspawn gain a +8 bonus to Swim checks due to possessing a swim speed.

Challenge Rating: +2

Level Adjustment: +2

Dragon Vassal

Willing or unwilling servants of the Dragon Overlords, dragon vassals are beings who either serve their masters through choice or through circumstance.

By embedding one of their own scales into the flesh of a living creature, the Dragon Overlords are able to create vassals, beings that can move about without easily being identified as servants of a dragon.

When the Overlord embeds a scale into the flesh of a humanoid, imbuing it with a sliver of their magical energy, they create a mental link with the vassal, which enables them to easily see into their vassal's mind. It also enables the Overlord to exert a considerable amount of control over the vassal.

Unfortunately for the vassal, once the scale is embedded, to remove it means death, for the scale is tied into their life source. A character brought to the brink of death (0 hp or less) could have the scale removed relatively safely, for the mental link with the Overlord is broken as long as the character hovers on death's door. This does not happen often, however, for those who willingly become an Overlord's vassal did so for the strength it would bestow upon them.

Sample Dragon Vassal

This broad-shouldered, blond giant of a man bears a green dragonscale on his chest and carries a huge sword at his side. He has an air of confidence and self-assurance.

Here is an example of a dragon vassal that uses a 5th-level half-ogre fighter as the base creature.

Combat

Romogar is a straight-forward combatant, preferring to use his bastard sword to take out weaker opponents while his followers and henchmen swarm the larger foes. Once a clear path is made, he moves in for the big finish.



Creating a Dragon Vassal

"Dragon Vassal" is a template that can be added to any giant, humanoid or monstrous humanoid (referred to hereafter as the "base creature").

A dragon vassal uses all the base creature's statistics and special abilities except as noted here.

Romogar Elfslayer, Medium Monstrous Humanoid (Air, Augmented Giant)

Hit Dice	5d10+25 (57 hp)	Abilities	Str 27, Dex 18, Con 21, Int 10, Wis 8, Cha 8
Initiative	+4	Skills	Climb +12, Intimidate +6, Jump +12, Listen +4, Search +6, Spot +4
Speed	30 ft.	Feats	Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword)
Armor Class	22 (+3 Dex, +3 natural, +5 breastplate, +1 *ring of protection*), touch 14, flat-footed 19	Climate/Terrain	Temperate forests
Base Attack/Grapple	+5/+13	Organization	Solitary
Attack	*+1 mighty cleaving bastard sword* +15 melee (1d10+9/19-20)	Challenge Rating	6
Full Attack	+1 mighty cleaving bastard sword +15 melee (1d10+9/19-20)	Treasure	Double standard (including masterwork breastplate, *+1 mighty cleaving bastard sword, +1 ring of protection*).
Space/Reach	5 ft./5 ft.	Alignment	Lawful evil
Special Attacks	—	Advancement	By character class
Special Qualities	Darkvision 60 ft., fast healing 5, low-light vision	Level Adjustment	+3
Saves	Fort +11, Ref +7, Will +2		

The Link Between Overlord and Vassal

Through the embedded scale, the Dragon Overlord gains the ability to use *detect thoughts* on the vassal at will. The ability functions over any distance, although it does not extend beyond the physical plane (it does not reach the Astral, Ethereal, or other planes of existence). The Overlord can also send thoughts directly into the vassal's mind, enabling a two-way communication. The vassal cannot hide their mind from the Overlord, even through the use of such magical means as *mind block*. Only removal of the scale, which could result in the death of the vassal, will sever this connection.

The Dragon Overlord has a number of other abilities they can use upon the vassal, through the scale. First, the Dragon Overlord can use *dominate person* at will on the vassal. The vassal must make a Will saving throw (DC 10 + 1/2 Overlord's HD + Overlord's Charisma modifier) to resist the dominant person. The Overlord can also cause incredible pain on the vassal, as if they were suffering the effects of a *symbol of pain* (-4 penalty on attack rolls, skill checks, and ability checks for 10 minutes per HD of the Overlord) or a *symbol of weakness* (3d6 points of Strength damage for 10 minutes per HD of the Overlord) at will. The Overlord can, of course, halt the effects as easily as they start them.

The Overlord can see anything that the vassal sees, or hear anything that the vassal hears, but the Overlord must be concentrating in order to do so (full-round actions). The vassal can always sense when the Overlord is doing this.

Size and Type: Size remains unchanged. The creature's type changes to monstrous humanoid (augmented giant/humanoid, if necessary). Vassals with 5+ HD also gain the same elemental subtype as their Dragon Overlord.

Hit Dice: Increase racial hit dice by one die type, to a maximum of d12. Hit dice from class levels remain unchanged.

AC: Natural armor improves by +2.

Special Qualities: Dragon vassals retain the abilities of the base character, plus the following special qualities:

Darkvision (Ex): Dragon vassals gain darkvision out to 60 feet.

Fast Healing (Su): Dragon vassals have a fast healing of 5.

Saves: Dragon vassals gain a +2 racial bonus to all saving throws.

Abilities: Increase from the base creature as follows: Str +8, Dex +4, Con +6.

Skills: Dragon vassals have incredibly sharp senses, granting them a +6 racial bonus to Listen, Search, and Spot checks.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature or the dragon variety.

Organization: Same as the base creature.

Challenge Rating: As the base creature +1

Treasure: Same as the base creature.

Alignment: Same as the dragon variety

Advancement: By character class

Level Adjustment: +2

Feeder

Diminutive Dragon



This appears to be a finely-crafted dagger, with a hilt made of antiqued silver. The hilt is fashioned like a serpentine dragon, with the eagle-like talons forming the crosspiece and the blade itself acting as a tail. Ruby eyes gleam in the dragon-headed pommel.

Feeders, or knifewyrms, are an ancient dragon breed given life by Takhisis herself in the Age of Dreams. The diminutive creatures masquerade as blades.

Feeders so closely resemble daggers and knives that they can remain undiscovered and unseen for years, passing from host to host and serving as a weapon. They can pass inspection even by skilled craftsmen, and are usually content to let their hosts provide the nourishment they need. If necessary, a feeder can pull itself along the ground by its claws, or unfurl bat-like wings from its hilt and fly for short distances. If a feeder's host is killed in battle, it positions itself in such a way that it can be found by another creature and thereby gain a new host.

Feeders are usually between 6 to 10 inches long, and weigh a little less than a pound. They have a life expectancy of over 1,000 years or more if kept in torpor from lack of blood, but most active feeders die after a year or two, giving birth to wyrmling feeders.

Feeders speak Draconic.

Combat

A feeder without a host is not a very effective combatant. Even though it is capable of well-placed strikes, due to its poor strength it lacks the power to deliver a dangerous wound. Therefore, most feeders rely on their hosts to use them as daggers, which not only deals more damage to a target but allow the feeder to drain blood.

Blood Drain (Ex): A feeder drains blood, dealing 1d4 points of Constitution damage with any successful hit the creature scores with its stab attack, or when it is used to deal damage as a dagger by another creature. The feeder will deal another 1d4 points of Constitution damage on each successive round unless it is removed by the host or the opponent, or until it has dealt a total of 4 points of Constitution damage. At this point the feeder is sated and will deal no more Constitution damage for 24 hours. A feeder loses its Dexterity bonus to AC while lodged in an opponent, and may be removed by the opponent with a successful grapple check.

Skills: A feeder has a +10 racial bonus to Disguise checks when attempting to pass itself off as a dagger. An opposed Appraise or Spot check will reveal the truth. If the Appraise check fails yet would still beat a DC of 12, the individual appraising the feeder will believe it to be a masterwork dagger, priced accordingly.

Feeder Society

Feeders exist solely to reproduce and to carry out the will of their Dark Queen. Unfortunately, many of them forget their lives, slipping into a kind of torpor when denied blood for longer than a week. As a breed they were once very numerous, descending upon victims in knifelike swarms, but their numbers were thinned out in the Dragon Wars. Hundreds of feeders now lie discarded or forgotten in tombs, ruins, and at the bottom of treasure vaults, and very few are active and awake.

Feeders reproduce infrequently, through mating flights between males and females. The

Feeder

Hit Dice	2d12 (13 hp)
Initiative	+2
Speed	5 ft. (1 square), fly 20 ft.
Armor Class	19 (+4 size, +2 Dex, +3 natural), touch 16, flat-footed 17
Base Attack/Grapple	+6/-10
Attack	Stab +8 melee (1d4-4/19-20 plus blood drain)
Full Attack	Stab +8 melee (1d4-4/19-20 plus blood drain)
Space/Reach	1 ft. /0 ft.
Special Attacks	Blood drain
Special Qualities	Damage reduction 5/magic, darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision
Saves	Fort +3, Ref +5, Will +4
Abilities	Str 2, Dex 14, Con 10, Int 9, Wis 13, Cha 9
Skills	Disguise +4*, Hide +19, Listen +8, Move Silently +7, Sense Motive +6, Spot +3
Feats	Alertness, Weapon Finesse[B]
Environment	Temperate hills
Organization	Solitary, brace (2-5)
Challenge Rating	1
Treasure	None
Alignment	Always neutral evil
Advancement	3-4 HD (Diminutive); 5-6 HD (Tiny)
Level Adjustment	+1 (cohort)

females must be active and kept sated on a diet of blood for a period of at least a year, at which point they gestate dozens of tiny wyrmling feeders within their bodies. The gestation period is typically 24 hours, during which the feeder needs to deal at least 4 points of Constitution damage. Once this is done, the feeder must stay impaled in the dead body to inject the wymlings into the corpse. The feeder then dies, and the wyrmlings mature within the corpse for a period of three to six days. After this growth period they make their way out of the corpse and into the air, taking wing immediately to search for a suitable host.

Each feeder spawns 3d4 wyrmling feeders. Immature feeders are extremely vulnerable, and die when exposed to the elements. Casting *gentle repose* on a corpse infested with immature feeders kills them. Raising or resurrecting a creature infested with immature feeders kills the creatures but also deals 2d4 points of permanent Constitution damage to the restored individual from the knifelike infestation within.

Hatori

Large Dragon (Earth)

This creature resembles a monstrous alligator. Its scales protrude from its body in rock-shaped patterns in earth-tone hues of red, ochre, and ivory.

Much like wyverns, hatori are distant cousins of true dragons. The hatori resembles a cross between a dragon and a rather large crocodile. It is a desert creature (commonly known as a sand-wyrm for its relation to dragons) with a rock-like hide. Hatori have naturally adapted to "swim" just beneath the desert sands, and posses very limited movement when placed upon a hard surface. Hatori are also known for their role in the parentage of the tylors; a cross-breed that occurs when hatori mate with true dragons.

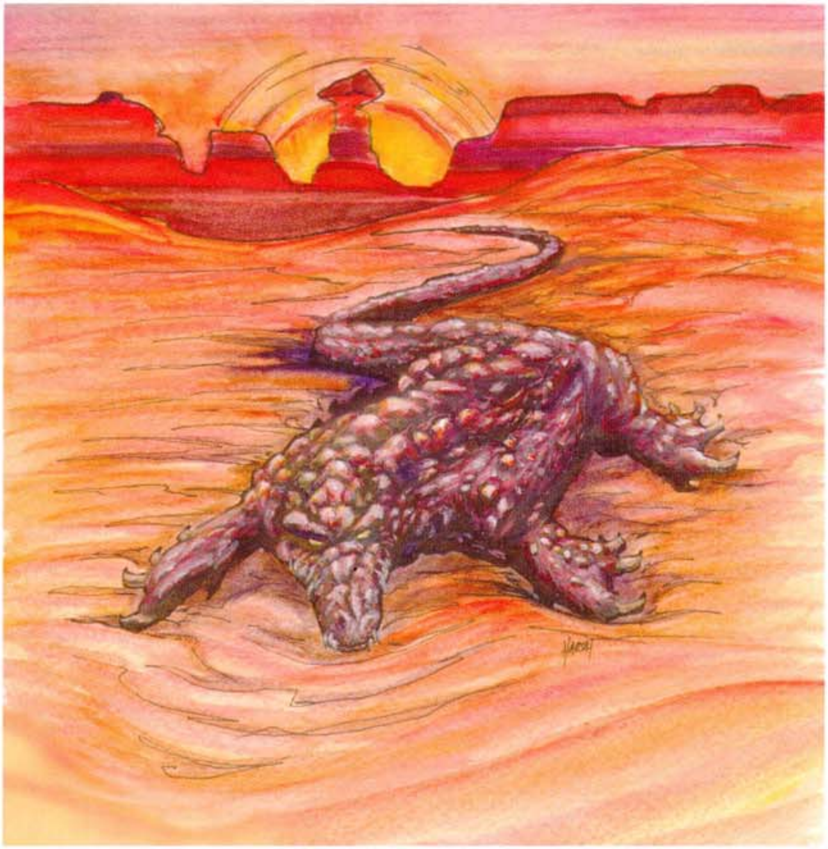
A hatori's body usually stretches from 10 feet and is known to reach up to 50 feet in length and weighs a little less than one ton. Certain tales speak of "greater hatori" reaching lengths akin to some of the larger dragons native to Ansalon.

Hatori speak Draconic, though rarely engage in discussion with a creature that isn't obviously more powerful, such as a true dragon.

Combat

A hatori's favored tactic is to lie in wait in the desert terrain disguised as an outcropping of rocks, and wait for victims to come near. Hatori packs will often find spots near oases or other desirable resting areas and rip to shreds any creature that they cannot first swallow whole. The older and larger hatori get, the more territorial they become and because of this they usually hunt alone. Even though hatori wait to ambush a foe, once they've made their attack on an intended victim, they relentlessly pursue it.

Improved Grab (Ex): To use this ability, a hatori must hit an opponent of up to one size



Hatori

Hit Dice	10d12+50 (115 hp)	Abilities	Str 23, Dex 16, Con 21, Int 7, Wis 14, Cha 10
Initiative	+3	Skills	Hide +15*, Listen +11, Move Silently +11, Spot +11, Survival +18
Speed	10 ft. (2 squares), burrow 60 ft.	Feats	Run, Skill Focus (Hide, Survival), Track
Armor Class	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19	Environment	Temperate deserts
Base Attack/Grapple	+10/+20	Organization	Solitary, or pack (2-5)
Attack	Bite +15 melee (2d6+6)	Challenge Rating	8
Full Attack	Bite +15 melee (2d6+6) and tail +10 melee (1d8+3)	Treasure	None
Space/Reach	10 ft. /5 ft.	Alignment	Usually chaotic neutral
Special Attacks	Improved grab, pounce, swallow whole	Advancement	11-15 HD (Huge); 16-30 HD (Gargantuan); 31-45 HD (Colossal)
Special Qualities	Damage reduction 10/magic, darkvision 60 ft., immunity to *sleep* and paralysis, improved burrow, low-light vision, scent, tremorsense 60 ft.	Level Adjustment	—
Saves	Fort +13, Ref +10, Will +9		

smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Pounce (Ex): If a hatori charges a foe, it can make a full attack.

Swallow Whole (Ex): A hatori can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

Once inside, the opponent takes 2d8+6 points of crushing damage and 6 points of acid damage per round from the hatori's digestive juices. A swallowed creature can cut its way out by dealing 25 points of damage to the hatori's digestive tract (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Improved Burrow (Ex): Burrowing through sand is the most natural form of movement for a hatori, and as such it can take the run action and charge while burrowing, provided it burrows in a straight line.

***Skills:** Hatori have a +10 racial bonus on Hide checks when in their native desert terrain.

Tylor

Large Dragon (subtype varies)



This creature looks like a cross between a wingless dragon and a monstrous crocodile. Its head and neck are those of a dragon, while its body is low and flat to the ground, with a lumpy ridge along its spine that extends out to its bladelike tail.

Tylors are the result of interbreeding between true dragons and hatori. They are social creatures with voracious appetites and an innate understanding of magic.

Tylors take on the qualities of both their dragon and hatori ancestors. Each tylor has a specific dragon type from which it inherits its traits and physical appearance, usually a chromatic dragon such as a blue or green. Even rarer than chromatic tylors are those who descend from metallic, shadow, or sea dragon parents. Regardless of its heritage, a tylor has the head of a dragon and the body of a hatori, with the dragon parent's coloring blending in with the dull scales of the hatori parent.

Tylors are prized by many as mounts, and organizations such as the Knights of Neraka have been known to seek them out as alternatives to true dragons in certain situations. They learn quickly and like to participate in teams and groups, and are much smarter than wyverns. However, they are flightless and have been known to abandon or kill their rider if he is incapacitated in battle, at which point the tylor flees.

Tylors breed true, but only with other tylors of the same dragon type. This has resulted in bloodlines of tylors from single dragon ancestors, and large groups of tylors gather every few decades to find suitable mates and preserve their common knowledge. It also makes it difficult to find mates, and has given rise to the mistaken belief that tylors are sterile.

Tylors speak Common and Draconic.

Combat

Tylors usually appear either alone or as mounts. They work very well with each other, sharing information even in the middle of a fight. Tylors with riders are faithful and obey the direction of their masters. Those without favor begin combat with a barrage of spells, closing in when they feel

Tylor

Hit Dice	7d12+48 (93 hp)
Initiative	+0
Speed	40 ft. (8 squares), burrow 20 ft.
Armor Class	19 (-1 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple	+6/+11
Attack	Bite +13 melee (2d8+7) or claw +14 melee (2d6+3)
Full Attack	Bite +13 melee (2d8+7) and 2 claws +12 melee (2d6+3) and tail lash +11 melee (2d6+10)
Space/Reach	10 ft. /5 ft. (bite 10 ft.)
Special Attacks	Frightening presence, spells
Special Qualities	Damage reduction 5/magic, darkvision 60 ft., draconic heritage, immunity to *sleep* and paralysis, low-light vision
Saves	Fort +11, Ref +5, Will +6
Abilities	Str 25, Dex 10, Con 23, Int 12, Wis 13, Cha 12
Skills	Concentration +16, Intimidate +11, Knowledge (nature) +11, Listen +13, Spellcraft +11, Spot +13, Survival +11
Feats	Alertness, Multiattack, Weapon Focus (claws)
Environment	Varies
Organization	Solitary, pair, gathering (3-12) or great moot (13-30)
Challenge Rating	6
Treasure	Double standard
Alignment	Usually lawful evil
Advancement	8-14 HD (Huge), 15-21 HD (Gargantuan)
Level Adjustment	+2 (cohort)

they can take advantage. A tylor is not a subtle fighter, and prefers to be as direct and efficient as possible unless otherwise ordered.

Frightful Presence (Ex): A tylor can unsettle foes with its mere presence. This ability takes effect automatically whenever the tylor attacks or charges. Creatures within a radius of 60 feet are subject to the effect if they have fewer HD than the tylor.

A potentially affected creature that succeeds on a DC 14 Will save remains immune to the tylor's frightening presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Tylors ignore the frightening presence of tylors and other dragons. This ability is Charisma-based.

Draconic Heritage (Ex): A tylor inherits the subtype, environment and immunities (and vulnerabilities) of its dragon parent. These are listed below and include both chromatic and metallic true dragons as well as other rarer types.

* Tylors with a sea dragon parent have a speed of 20 ft. on land and swim 60 ft. They do not have a burrow speed, and have all the qualities of the aquatic subtype including being able to function underwater and on land.

Spell-Like Abilities: At will–*pass without trace*; 3/day–*blur, invisibility*. 1/day–*longstrider*. Caster level 5th.

Spells: A tylor casts spells as a 5th level sorcerer. It prefers offensive spells which deal direct damage at range, or which enhance its own abilities in combat.

Typical Sorcerer Spells Known (6/7/4; save DC 11 + spell level): 0–*detect magic, flare, light, mage hand, read magic, resistance*. 1st–*burning hands, magic missile, ray of enfeeblement, shocking grasp*. 2nd–*bull's strength, cat's grace*.

Dragonriders and their Mounts

The rules for the dragonrider prestige class found within the *Dragonlance Campaign Setting* are structured in such a way that medium-sized members of this class will not be able to ride on their dragon cohort until the near-end of their adventuring career. Presented below is a feat that allows members of the dragonrider class to fully utilize the abilities provided by the class at earlier levels, and may also be used beyond just this single application.

Mighty Steed

This creature's exceptionally large stature allows it to carry more than it normally could.

Prerequisite: Any mount.

Benefit: For the purposes of determining carrying capacity as well as the size of riders it can bear, this creature is considered to be one size category larger than it actually is.

Normal: A creature without this feat can only carry creatures one size category smaller than its actual size, and can carry less weight. See "Carrying Capacity" in Chapter 9: Adventuring of the *Player's Handbook.*



2. Races of Krynn

Though most think only of the most numerous races such as elves, dwarves, and men among Krynn's races, there are many more lesser races that call Ansalon or other lands home. While small in numbers, many have talents and abilities that define their truly special place in the world.

Centaur, Wendle

Medium Monstrous Humanoid



This creature has the upper body of a thickly-muscled human, while its lower portion resembles a shaggy brown pony. The creature's ribcage extends outside of its human chest and forms bony protective plates. Spurs and other bony formations grow out from its joints. It wears its human hair in long knotted braids. The creature is armed with both a shortspear and a small, round wooden shield.

Wendles are a breed of centaurs from the eastern regions of Ansalon. They are smaller than the more common Abanasinian centaurs. Intellectuals and philosophers, they pursue a nomadic lifestyle with an ascetic sensibility quite unlike the other centaurs.

A Wendle centaur is roughly the size of a warpony, but somewhat taller and heavier. A typical Wendle centaur is about 5 feet tall and weighs close to 800 pounds. Its most striking features are the bony plates and spurs that seem to extend from its ribcage and joints, giving it a somewhat primeval appearance. Wendles often decorate or paint these plates in times of war, prizing their uniqueness.

Combat

Wendle centaurs are more cerebral in their approach to warfare, although they almost always arm themselves. Their weapon of choice is the shortspear, and carry shields into battle. Wendles are known to quote lengthy sections of historical narrative in the middle of a fight, which can unnerve their foes with their calm demeanor.

Wendles prefer not to get involved in combat, especially not one that has already started. A party of Wendle centaurs that comes across a fight already in progress will sit it out, studying both sides. They will run if attacked, then circle about and strike their pursuers in the flanks before fleeing for good.

Wendle Centaur Society

Wendles originally hailed from the Wendle Woods in southern Goodlund. They spent much of the Age of Might in this area, but shortly before the Cataclysm they had become so frustrated with their interactions with the local kender that they set out to find new homes in other, warmer forested areas. They are semi-nomadic, with tribes finding primary settlements and then moving with the seasonal changes.

Tribes of Wendles are excellent sources of information on the history of Eastern Ansalon, as their oral history is highly detailed, but they are a reclusive and stand-offish people and do not take kindly to strangers. Their culture places great emphasis on living a spartan existence, devoting more time to the accumulation of knowledge than wealth. As such, they look down upon races that indulge in luxuries or waste their time pursuing superficial lifestyles. They are especially antagonistic towards kender, whose attitudes are diametrically opposed to their own.

In the Age of Mortals, the Wendle centaur's ancestral homelands were among those changed forever by Malystryx. Some tribes closer to the region have risked traveling through the Desolation to see for themselves if anything can be done. For the most part, however, the Wendle centaurs have chosen to leave the former Goodlund peninsula behind and can now be found in the forests and woodland areas from Blöde north into the southern edges of Nordmaar.

Centaur, Wendle

Hit Dice	2d8 (9 hp)	Abilities	Str 14, Dex 14, Con 11, Int 11, Wis 13, Cha 9
Initiative	+2	Skills	Knowledge (history) +2, Listen +3, Move Silently +4, Spot +3, Survival +3
Speed	40 ft. (8 squares)	Feats	Weapon Focus (hoof)
Armor Class	18 (+2 Dex, +5 natural, +1 small wooden shield), touch 12, flat-footed 16	Environment	Warm forests
Base Attack/Grapple	+2/+4	Organization	Solitary, patrol (4-8), hunting party (6-16 plus 1 leader of 2nd-5th level) or tribe (15-100 plus 100% noncombatants plus 6 3rd-level bravos, 3 5th-level champions, and 1 leader of 5th-9th level)
Attack	Shortspear +4 melee (1d6+2) or composite shortbow (+2 Str bonus) +4 ranged (1d6+2/x3)	Challenge Rating	1
Full Attack	Shortspear +4 melee (1d6+2) and 2 hooves +0 melee (1d3+1) or composite shortbow (+2 Str bonus) +4 ranged (1d6+2/x3)	Treasure	Standard
Space/Reach	5 ft. /5 ft.	Alignment	Usually neutral
Special Attacks	–	Advancement	By character class
Special Qualities	Darkvision 60 ft.	Level Adjustment	+1
Saves	Fort +0, Ref +5, Will +4		

Wendle Centaurs as Characters

Wendle centaurs sometimes become bards, rangers, or druids. Wendle centaur rangers choose dragons, giants, or some variety of humanoid as their favored enemy. A Wendle centaur druid or bard is often the lorekeeper and scholar of the tribe, advising the tribal leader in matters of tradition. Many Wendle centaur lorekeepers took up the practice of mysticism during the early Age of Mortals, and continue to do so even with the return of Chislev.

Wendle centaur characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +2 Wisdom, -2 Charisma.
- Medium size.
- A Wendle centaur's base land speed is 40 feet.
- **Space/Reach:** 5 feet/5 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A Wendle centaur begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throws of Fort +0, Ref +3, and Will +3.
- **Racial Skills:** A Wendle centaur's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Knowledge (history), Listen, Move Silently, Spot, and Survival.
- **Racial Feats:** A Wendle centaur's monstrous humanoid levels give it one feat.
- +5 natural armor bonus.
- **Automatic Languages:** Sylvan, Elven. Bonus Languages: Common, Kender, Ogre.
- **Favored Class:** Ranger.
- **Level Adjustment:** +1

Child of the Sea



Children of the sea are members of a rare and mysterious race of aquatic faerie folk who rely on surface dwellers to reproduce. They tend to be more numerous along the coastlines of Taladas, though their kind can be found anywhere there are seaside settlements of humans and other land-dwelling races.

Sages have suggested that perhaps the children of the sea merely represent an aquatic bloodline that has its roots in interbreeding between merfolk and humans. Certainly the children of the sea have distinctly oceanic traits like other aquatic races: pale blue or green-tinted hair, webbed fingers, and large eyes. These traits are not consistent and not as obvious, so the origin of this reclusive folk remains a mystery.

Children of the sea cannot produce children with each other, only with humans or other land-dwelling races. They prefer humans, although kender and elven children have been reported, the latter usually ending up in communities of Dimernesti. The child of the sea parent will leave the baby with a land-dwelling family, trusting in the infant's instincts and the parent's ability to care for it. As it matures, the child develops its various aquatic traits and abilities until it matures and leaves its surface family for the ocean. Rarely, a child of the sea will return to the land, either out of loneliness or a sense of obligation to their original families.

Children of the sea who are abused or abandoned by their surface family sometimes become accanta. An accantus is a child of the sea twisted with anger and resentment and is a danger to all life. Other children of the sea who learn of the existence of an accantus will seek it out in the vain hope that it can be rehabilitated, or at the very least taken to where it cannot harm others.

Sample Child of the Sea

This is a human female with large blue-green eyes, pale skin with faintly bluish undertones, somewhat webbed fingers, and a thin mouth. She is dressed in a sleeveless fish-scale tunic, green leggings, and has her hair bound in a net. She is barefoot.

Marencetta grew up along the shores of the New Sea, in a fishing village near Crossing. Her mother was a fisherman's wife whose husband died in a storm. In her loneliness Marencetta's mother turned to a mysterious sailor with wide sea-green eyes, and fell in love. Soon after Marencetta was conceived, however, the sailor vanished, leaving Marencetta's mother alone to take care of the child.

During the years before the War of Souls, Marencetta matured and felt the pull of the sea. She resisted, hoping to take care of her ailing mother. A seagoing mystic from a passenger vessel recognized potential in Marencetta, teaching her to draw upon the spark within her that resonated with the waves. Thanking him for his gift, she spent the remaining years of her mother's life helping the people of Crossing against the threats of the Dark Knights and the Dragon Overlords.

Marencetta's mother died shortly after the return of the gods, and Marencetta left Crossing with a heavy heart. She returned to the waves and now travels in search of others like herself, hoping one day to encounter her father.

Marencetta

3rd-Level Human Mystic, Medium Fey

Marencetta is a beautiful yet shy individual blessed with remarkable abilities and a deep, compassionate love of the sea. Her aquatic heritage is visible–though not so distinctive that she cannot pass among humans. Marencetta aids those in need whenever possible.

Combat

Marencetta isn't much of a fighter. In battle, she relies on her protective and defensive spells, and avoids getting into a situation where she is out of her depth, so to speak.

Spells: As 3rd-Level mystic.

Mystic Spells Known (6/6; save DC 12 + spell level): 0–*create water, cure minor wounds, detect poison, purify food and drink, virtue.* 1st–*bless water, cure light wounds, obscuring mist**, *sanctuary.*

*Domain spell. Domain: Water.

Spell-Like Abilities (Sp): 3/day–*calm animals* (aquatic creatures only), *summon nature's ally I* (aquatic creatures only); 1/day–*control water, summon nature's ally II* (aquatic creatures only). Caster level 3rd.

Skills: Marencetta has a +8 racial bonus on any Swim check to perform some special action

Marencetta, Child of the Sea, (Aquatic, Augmented Humanoid [human])

Hit Dice	3d8+6 (23 hp)
Initiative	+6
Speed	30 ft. (6 squares), swim 40 ft.
Armor Class	14 (+1 Dex, +3 scale shirt), touch 11, flat-footed 13
Base Attack/Grapple	+2/+1
Attack	Dagger +1 melee (1d4-1/19-20)
Full Attack	Dagger +1 melee (1d4-1/19-20)
Space/Reach	5 ft. /5 ft.
Special Attacks	Spells
Special Qualities	Amphibious, low-light vision, spell-like abilities
Saves	Fort +5, Ref +2, Will +5
Abilities	Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12
Skills	Concentration +6, Heal +6, Knowledge (nature) +2, Swim +10, *Survival +6
Feats	Improved Initiative, Self-Sufficient, Spell Focus (enchantment)
Environment	Aquatic
Organization	Solitary
Challenge Rating	4
Treasure	Standard
Alignment	Neutral good
Advancement	By character class
Level Adjustment	+2

or avoid a hazard. She can always take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

* Marencetta has a +10 racial bonus on Survival checks when predicting the weather

Children of the Sea Society

Children of the sea have no true society, raised among land-dwellers and leaving for a life of solitude upon reaching maturity. Those few children of the sea who return to the land for a short time find themselves outsiders even among the communities of their land-dwelling parent, despite their ability to blend in. When children of the sea encounter others of their kind, they are sometimes overcome with great happiness, yet they are also painfully aware that they have little else in common. Truly, they are a lonely race.

Creating a Child of the Sea

"Child of the Sea" is an inherited template that can be added to any non-aquatic humanoid creature (referred to hereafter as the base creature).

A child of the sea uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to fey (aquatic). Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged.

Speed: The child of the sea gains a swim speed equal to its land speed +10.

Armor Class: As base creature.

Special Qualities: A child of the sea retains all the special qualities of the base creature and gains the following special qualities:

- **Amphibious (Ex):** A child of the sea can breathe both air and water.
- **Low-Light Vision (Ex):** A child of the sea can see four times as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination.

Spell-Like Abilities: 3/day–*calm animals* (aquatic creatures only), *summon nature's ally I* (aquatic creatures only); 1/day–*control water, summon nature's ally II* (aquatic creatures only). Caster level is equal to character level.

Abilities: Increase from the base creature as follows: Con +2, Cha -2.

Skills: A child of the sea gains skill points as a fey and has skill points equal to (6 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation–the child of the sea gains fey skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

A child of the sea has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* A child of the sea has a +10 racial bonus on Survival checks when trying to predict the weather.

Environment: Change to aquatic.
Challenge Rating: As base creature +1
Alignment: As base creature.
Level Adjustment: As base creature +2.

Disir



The disir are a race of subterranean creatures known for their disgusting appearance and hateful disposition. Once believed to be native to the continent of Taladas, their reach apparently extends much further. Disir have been spotted in tribal groups near dwarven tunnels in Ansalon, and an offshoot of their race has begun to make its way to surface regions, preying upon unwary miners and engineers from the Vingaard Mountains to the Khalkists. This offshoot, the tyin, is in fact part of a concerted effort by the disir to adapt to the surface. So far, they have only been able to produce slow-witted tyin children, but the disir are a patient if fanatical race. Their time is coming.

Disir mature through both a male and female phase throughout their lives. They hatch from eggs as larva-like young, develop into males, and within ten years are grown adults. Half of these adult males will then transition into females and either enter into a breeding cycle or become queens. Queens typically live for up to 60 years, males and brood females for 30 years.

Combat

All disir are armed with razor-sharp claws and a vicious bite. Although they are capable of using manufactured weapons, they rarely do so because of the poisonous nature of their natural attacks. As a whole, the disir race and their offshoots are tenacious fighters and can withstand a great deal of punishment before retreating.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based.

Resistance to Fire (Ex): Disir and their offshoot races constantly exude a coating of slime and ooze. This slime is what makes the disir's attacks poisonous, but it also provides resistance to fire 5.

Skills: A disir's slimy coating grants it a +8 racial bonus to Escape Artist checks.

Disir Society

The disir form tribal communities in tunnel complexes deep underground. They usually acquire these locations by driving out the original inhabitants, such as dwarves or kobolds, which has made them the enemy of any other race they come into contact with. Disir tribes are led by a queen, who is protected by a number of elite disir males. Queens are capable of influencing mutations within larval disir, and it is through this process that the tyin are created. Because this is as much a

skill as it is a racial talent, some queens are more successful than others in directing the progress of their tribes.

Disir are favored of Morgion, the god of pestilence and disease. Some tribes produce clerics, mostly male. It is possible that the spread of the disir is in some large part the desire of Morgion to undermine the dwarves and other races. Disir clerics preach this to their tribes, and advise the queens of Morgion's will. These queens are often more driven to succeed in their attempts at racial mutation, the better to serve the Black Wind.

True Disir, Medium Aberration

Hit Dice	5d8+10 (32 hp)	Abilities	Str 14, Dex 12, Con 14, Int 13, Wis 11, Cha 7
Initiative	+1	Skills	Climb +6, Escape Artist +9, Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +4
Speed	30 ft. (6 squares), burrow 10 ft.	Feats	Alertness, Multiattack
Armor Class	17 (+1 Dex, +6 natural), touch 11, flat-footed 16	Environment	Underground
Base Attack/Grapple	+3/+5	Organization	Solitary, band (2-8), tribe (10-50 plus 50% noncombatants, 2-4 3rd-level elite males, 1-6 tyin, 1 5th-level cleric of Morgion, and 1 8th-level queen)
Attack	Claw +5 melee (1d6+2 plus poison) or bite +5 melee (1d8+1 plus poison)	Challenge Rating	3
Full Attack	2 claws +5 melee (1d6+2 plus poison) and bite +3 melee (1d8+1 plus poison)	Treasure	Double goods and items
Space/Reach	5 ft. /5 ft.	Alignment	Usually lawful evil
Special Attacks	Poison	Advancement	By character class
Special Qualities	Darkvision 60 ft., light sensitivity, resistance to fire 5	Level Adjustment	+2
Saves	Fort +3, Ref +2, Will +4		

True Disir

This man-sized humanoid's rubbery flesh is a pasty light green. Uneven areas of its body sprout a dark-colored chitinous shell. The pores of its body ooze a green jelly-like substance polluted with black specks of dirt. Its posture is hunched, arms raised before it like a praying mantis, displaying wicked claws. Its head is also insect-like, though fleshy and with wet jowls around its cheeks and neck. Its lower jaw juts out from its skull with tusks and a long, rasp-like tongue.

True disir make up the bulk of the race, yet even true disir show signs of mutation. Their bodies are partially covered in a scaly carapace through which oozing sections of rubbery skin are visible. The size and shape of the plates varies between individuals. True disir stand between 6 and 7 feet tall, weighing around 200 pounds.

True disir speak the language of their race, Dis, as well as Common. Many also speak Dwarf, Goblin, or Ogre.

Combat

True disir, being intelligent, often plan any attack they instigate so as to avoid being outnumbered or ambushed. Bands of disir, often with tyin along to provide additional strength, will tunnel under settlements, underground enclaves, and through foundation walls to get into an enemy's lair. Once they make contact with their foe, they spread out and make good use of flanking and cover.

True disir have all the standard abilities of the disir race, as well as the following traits:

Light Sensitivity (Ex): Disir are dazzled in bright sunlight or in the radius of a *daylight* spell.

True Disir Characters

True disir who have character levels are usually fighters. A disir queen's elite guard consists of fighters, while the queen herself has levels in noble. Disir clerics revere Morgion. Disir do not practice or condone the use of arcane magic.

Tyin

Large Aberration

This creature is almost nine feet tall and has a long spiked tail. It seems to be constantly molting or shedding its scaly gray skin in loose, tattered folds. Its features are a hideous cross between insect and reptile, and it bears sharp claws and fangs.

The tyin is the result of a disir queens mutating a disir larva. It is an unintelligent, violent predator which responds only barely to commands by its handlers. Tyin are able to stand the light of the surface world–unlike the disir–making them especially dangerous.

A tyin is taller than a disir, though very similar in appearance. It has none of the thick chitinous plates of the disir, and its skin flakes constantly as it exudes a poisonous ooze. A tyin also has a long, spiked tail with which it can deliver vicious blows, as well as the disir's claws and teeth.

Tyin understand Dis, the disir language, but very little else. They obey simple commands.

Tyin

Hit Dice	4d8+8 (26 hp)
Initiative	+2
Speed	40 ft. (8 squares)
Armor Class	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple	+3/+10
Attack	Claw +7 melee (1d6+3) or bite +6 melee (1d8+1 plus poison) or tail spike +4 melee (2d4+1)
Full Attack	2 claws +7 melee (1d6+3) and bite +4 melee (1d8+1 plus poison) and tail spike +4 melee (2d4+1)
Space/Reach	10 ft. /10 ft.
Special Attacks	Acid spit, poison
Special Qualities	Darkvision 60 ft., resistance to fire 5
Saves	Fort +3, Ref +3, Will +5
Abilities	Str 16, Dex 14, Con 14, Int 5, Wis 13, Cha 5
Skills	Climb +10, Escape Artist +10, Hide +2
Feats	Multiattack, Weapon Focus (claw)
Environment	Underground
Organization	Solitary, band (2-6 plus 1-3 disir)
Challenge Rating	3
Treasure	None
Alignment	Usually neutral
Advancement	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment	+2

Combat

Tyin use standard disir tactics, closing into melee with claws and bite. They cannot use manufactured weapons, but they do have a tail attack and an acidic spit. Solitary tyin will flee if they are outnumbered, but when in bands and led by disir handlers they are almost fearless.

Only the tyin's bite carries with it the poison of the disir. Instead, the tyin gains the following attack.

Acid Spit (Ex): Three times a day, a tyin can spit a glob of caustic mucus at an opponent as a ranged touch attack that deals 1d6 points of acid damage. This attack has a range of 10 feet and has no range increment. The spittle is adhesive and continues to deal damage for 1d4+1 rounds unless the opponent takes a full round action to douse the affected location with at least a gallon of water.

Disir Queen

The queen of a disir tribe is usually a noble of at least 8th level. She has all the traits of a true disir, except as follows:

- +4 Intelligence, +2 Wisdom, +2 Charisma.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide

checks, +4 bonus to grapple checks, lifting and carrying limits double that of Medium characters.
- **Space/Reach:** 10 ft. /10 ft.
- Speed 20 ft.
- **Racial Skills:** Heal is also a class skill for disir queens.
- **Influence Mutation (Su):** A disir queen can alter, distort or accentuate the traits of a larval disir so that it becomes a mutant as an adult. The queen can attempt to enhance the potential of the larva to become a tyin, have enhanced ability scores, or acquire a template. This ability requires the queen to make a successful Heal check (DC 15 for a tyin, DC 20 to enhance a disir's ability scores by +2, DC 25 to apply a template). Templates applied to the larva can vary, but most require portions of the goal creature or similar components in order to be successful. A queen can only attempt this influence on a single larva once; failure kills the larva.
- Immunity to *sleep*, paralysis and poison. Disir queens have a +4 racial bonus to saving throws against all mind-affecting spells and spell-like effects.

Challenge Rating: 3 + class levels.
Level Adjustment: +4.

Giant, Desolation

Large Giant



This bulky muscular giant is three times the height of a man. Its skin is rough and leathery, with patches of long, coarse hair sprouting all over. It stands upon large, canine legs. Its broad face is twisted in a grimace of madness.

The Desolation giants were once humans, drawn to the tortured lands of the Desolation by the prospect of serving the Dragon Overlord Malystryx. These evil humans craved wealth and power and believed that by serving the Red Marauder they would gain their wish. What they received was an excruciating transformation into a twisted, malicious breed of giant.

Malys created the giants by infusing the evil hearts of the human men and women with the same dark energies she used to create the Desolation. The transformation occurred over a number of years. They would go through painful growth spurts of several feet in a matter of months. Their bodies are bulky and muscular and their skin has become thick and rough, with patches of coarse hair. The giants' fingers now end in razor-sharp talons and their teeth have become vicious fangs. They stand around 15 feet tall and their bulging arms hang down around their ankles.

The most distinctive feature of their transformation is their legs. They have been twisted and reshaped into a form similar to an animal's hind legs. These powerful legs allow the giant to leap great distances and move with surprising speed.

Desolation giants remember their former lives and as such typically speak Common, but have been driven completely insane. In some instances, Desolation giants will pretend to be kind and gentle–engendering pity from their target before turning on them with an expression of insane, murderous intent.

Combat

Desolation giants typically leap into battle using their pounce ability in order to strike with both claws, rend their target, and follow up with a bite. They utilize this devastating attack pattern until they feel safe enough to toy with their target by sending nonsensical threats and taunts its way, and string out the battle until they tire of play and decide to kill their opponents.

Pounce (Ex): If a desolation giant leaps upon a foe on the first round of combat, it can make a full attack even if it has already taken a move action.

Rend (Ex): If a desolation giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 damage.

Skills: Desolation giants have a +10 racial bonus on Jump checks.

Desolation Giant Society

Malys created these minions to serve her, but to her surprise they refused to follow her orders. The giants were driven mad and rejected the Overlord's attempts at controlling them. They would bow down to no one. Even after killing half of them herself the giants fought against her. Malys found she actually had to begrudge the twisted creatures some respect. She allowed the remaining giants to settle in caves surrounding Bloodwatch.

The giants now live in simple buildings they constructed themselves or sometimes in larger caves along the coast. They can be found hunting in a group or occasionally traveling by themselves as they wander the Desolation looking for personal conquests. All giants encountered in the wild will be adults. No one has ever seen a young Desolation giant.

Giant, Desolation

Hit Dice	10d8+40 (85 hp)
Initiative	+2
Speed	50 ft. (10 squares)
Armor Class	21 (-1 size, +2 Dex, +7 natural, +3 hide armor), touch 11, flat-footed 19
Base Attack/Grapple	+7/+17
Attack	Claw +12 melee (1d8+6)
Full Attack	2 claws +12 melee (1d8+6), bite +10 melee (2d6+6),
Space/Reach	10 ft. /10 ft.
Special Attacks	Pounce, rend 2d6+9
Special Qualities	Low light vision
Saves	Fort +11, Ref +5, Will +3
Abilities	Str 23, Dex 14, Con 18, Int 10, Wis 11, Cha 8
Skills	Jump +23, Listen +8, Spot +8
Feats	Dodge, Mobility, Multiattack, Spring Attack
Environment	The Desolation
Organization	Solitary, pair, or gang (2-5)
Challenge Rating	7
Treasure	Standard
Alignment	Usually neutral evil
Advancement	11-15 HD (Large); 16-20 HD (Huge)
Level Adjustment	+5

Gurik Cha'ahl

The name "gurik cha'ahl" comes from the goblin term "ghost people." This name is rooted in the belief that the gurik cha'ahl are goblinoid ancestors who tried to sneak their way back into the world of the living by possessing the bodies of their infants. The deformities that mark gurik cha'ahl are believed to be the physical manifestation of the two souls warring for domination of the body.

Goblinoids believe that it is bad luck to kill a gurik cha'ahl and risk the wrath of other ancestors. Because of this, gurik cha'ahl are abandoned in the wilderness instead of killed by their blood relatives.

The gurik cha'ahl were more common on the continent of Taladas with rare cases appearing on Ansalon. During the Age of Mortals, however, something happened to create a spike in the number of gurik cha'ahl produced in Ansalon. Some theorize that the events during the Fifth Age and the widespread use of chaos-driven magic had a polluting effect on the goblin race.

For the most part, gurik cha'ahl keep to themselves. Many of them were old enough to remember being abandoned by their people. Those who weren't are still able to perceive the resemblance between themselves and the creatures who sired them. They violently hate their ancestors with a passion, and often consider other gurik cha'ahl to be little better.

One notable exception to this rule can be found in the form of the small village Gurik P'lresse (a term that literally translates out into "ghost town") in the goblin realm of Sikk'et Hul on Northern Ergoth. Because the goblins of Sikk'et Hul are known for being slightly more civilized than their cousins, they saw fit to give the gurik cha'ahl a place to call their own. The gurik cha'ahl of Gurik P'lresse are only slightly less resentful of this treatment, but live in a manner similar to their cousins.

Sample Gurik Cha'ahl

This creature is a misshapen and deformed humanoid with reddish-brown skin and stringy black hair that hangs from the back of its head and along its shoulders. It wears the most crude, homespun clothing.



This example uses a 1st-level goblin warrior as the base creature.

Gurik cha'ahl are the hideous, randomly mutated offspring of goblins. They are cast out of goblin society when after the first few years of life their deformities begin to manifest.

Gurik cha'ahl stand slightly taller than goblins, 3 1/2 to almost 4 feet tall. Gurik cha'ahl goblins are typically stronger and tougher than their goblin brethren regardless of their deformities. Because they are often left on their own, they tend to assemble furs into makeshift breeches and other ill-fitting clothing to cover their bodies.

Gurik cha'ahl speak Goblin. Those capable of speaking other languages also speak Common.

Combat

As most gurik cha'ahl are loners, they have no interest in engaging in prolonged combat. They tend to keep hidden among the overgrowth of an area and track their quarry until an advantageous opportunity presents itself. A gurik cha'ahl will then attack from a distance with its sling and if pressed into melee will resort to the use of a short sword.

Since most gurik cha'ahl are solitary in nature, they prefer to attack lone targets except for the rare occasions when they form packs, and will under no circumstances go in against overwhelming odds. A gurik cha'ahl usually attacks only to steal something that might aid its survival.

Gurik Cha'ahl, 1st-level Goblin Warrior, Small Humanoid (Goblinoid)

Hit Dice	1d8+2 (6 hp)
Initiative	+2
Speed	30 ft. (6 squares)
Armor Class	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple	+1/-2
Attack	Shortsword +3 melee (1d4+2/19-20)
Full Attack	Shortsword +3 melee (1d4+2/19-20) or sling +2 ranged (1d3+2)
Space/Reach	5 ft. /5 ft.
Special Attacks	Sneak attack +1d6
Special Qualities	Darkvision 60 ft., goblin blood, scent
Saves	Fort +4, Ref +1, Will -1
Abilities	Str 15, Dex 13, Con 14, Int 10, Wis 9, Cha 4
Skills	Hide +12 , Listen +1, Move Silently +8, Survival +3
Feats	Track
Environment	Temperate plains
Organization	Solitary
Challenge Rating	1
Treasure	Standard
Alignment	Usually chaotic evil
Advancement	By character class
Level Adjustment	+1

The gurik cha'ahl goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Creating a Gurik Cha'Ahl

"Gurik cha'ahl" is an inherited template that can be added to any creature with the goblinoid subtype (referred to hereafter as the base creature).

A gurik cha'ahl uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The base creature's natural armor improves by +1.

Special Attacks: Gurik cha'ahl retain all of the special attacks of the base creature and gain the following special attack.

- **Sneak Attack (Ex):** Gurik cha'ahl are skilled at striking at a target's weak points, and add +1d6 damage to their attacks when their opponent loses its Dexterity bonus to AC or is flat-footed. This ability is identical to the rogue class feature of the same name, and stacks with any other sneak attack bonus gained from other classes.

Special Qualities: Gurik cha'ahl retain all of the special qualities of the base creature and gain the following special quality.

- **Scent (Ex):** A gurik cha'ahl has an extraordinary sense of smell and gains the benefits of the scent quality.

Abilities: Increase from the base creature as follows: Str +4, Con +2, Cha-2.

Skills: Gurik cha'ahl gain a +6 racial bonus to Hide and Move Silently. Otherwise same as the base creature.

Environment: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: As the base creature.

Level Adjustment: As base creature +1.

Gurik Cha'Ahl Characters

Ever sneaky and solitary, most gurik cha'ahl characters will eventually end up stealing something of importance, causing them to be hunted. They make excellent rogues and rangers for this reason. Gurik cha'ahl rarely worship any gods with the exception of Morgion, who allows them to spread diseases that will disfigure others. Left without proper education or opportunity, most gurik cha'ahl do not become wizards or sorcerers.

Kyrie

Medium Monstrous Humanoid



Kyrie

Hit Dice	4d8 (18 hp)
Initiative	+2
Speed	20 ft. (4 squares), fly 50 ft (good)
Armor Class	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple	+4/+3
Attack	Claw +7 melee (1d6-1) or handaxe +7 melee (1d6-1/x3)
Full Attack	2 claws +7 melee (1d6-1) or handaxe +7 melee (1d6-1/x3)
Space/Reach	5 ft. /5 ft.
Special Attacks	Spells
Special Qualities	Darkvision 60 ft.
Saves	Fort +3, Ref +7, Will +5
Abilities	Str 8, Dex 16, Con 10, Int 10, Wis 13, Cha 10
Skills	Handle Animal +3, Knowledge (nature) +5, Listen +2, Survival +6 (+2 in aboveground environments)
Feats	Great Fortitude, Weapon Finesse
Environment	Warm mountains
Organization	Solitary, flock (5-15), or aerie (10-30)
Challenge Rating	2
Treasure	Half standard
Alignment	Often neutral
Advancement	5-15 HD (Medium)
Level Adjustment	+3

This creature is a tall male humanoid covered in brown and gold feathers. It has powerful, feathered wings instead of arms, with human hands, and its legs end in eagle-like talons. Its face is human, with arched eyebrows, high cheekbones, and feathery sideburns.

The kyrie are an avian race with a strong connection to nature and a deep distrust of other races.

Kyrie are fairly rare outside of Mithas and Kothas, considered to be among the lost races of Ansalon. Even on the two aforementioned Blood Sea Isles, the Kyrie are a fairly reclusive lot, though their fiercely territorial nature has brought them into steeped conflict with the equally domineering minotaurs.

Kyrie stand slightly taller than humans, and because of their wiry frames and hollow bones usually weigh no more than 90 pounds.

Kyrie speak Auran as well as Kothian. A rare few speak Common.

Combat

Kyrie tend to shy away from unnecessary combat as they aren't built sturdily enough for it. That said, when they feel they find tresspassers on their territory, they will fight furiously and will die in battle before allowing themselves to be taken captive. When battle occurs, they prefer to first drop rocks and items upon their enemies, then slash with their claws from the air, or land and do combat with handaxes.

Spells: A kyrie casts spells as a 3rd-level mystic. It prefers the Air, Animal or Sun domain as its primary choice.

Typical Mystic Spells Known (6/6; save DC 12 + spell level): 0–*create water, detect magic, guidance, mending, purify food and drink*; 1–*calm animals**, *cure light wounds, sanctuary, shield of faith.*

* Domain spell. Domain: Animal (*speak with animals* 1/day, Knowledge (nature) is a class skill).

Kyrie Society

The kyrie, thought to have descended from a group of bird-adoring humans gifted by Chislev, once resided on coastal islands all over Ansalon's tropical northeast. They would commonly make nomadic circuits from island to island all over the continent, usually completing ten such journeys in their lifetime.

The kyrie were forced to give up this lifestyle when tensions with the minotaurs reached its zenith. Ever since, the kyrie have remained on the Blood Sea Isles, carrying out a savage war against those whom they consider invaders, often striking at fringe settlements. Ultimately, scholars feel that this is a war the kyrie have no hope of winning, one which will eventually bring about their own extinction. This fact is only compounded by the totalitarian nature that the minotaurs are now assuming under their new emperor.

When not at war, the kyrie couldn't be more different. In their mountainous cave-homes, they maintain a delicate and poetic lifestyle, often entertaining themselves by composing avian-inspired melodies.

Kyrie as Characters

Kyrie leaders are often fighters with a few levels of mystic, while many of their shamans take more

levels in mystic to augment their pre-existing magical abilities. Kyrie revere Chislev whom they call Askyren, a word which translates roughly into common as "Winged Mother."

Kyrie characters possess the following traits.

- -2 Strength, +6 Dexterity, +2 Wisdom
- Medium size
- A kyrie's base land speed is 20 feet. It also has a fly speed of 50 feet (good).
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A kyrie begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- **Racial Skills:** A kyrie's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Handle Animal, Knowledge (nature), Listen, and Survival.
- **Racial Feats:** A kyrie's monstrous humanoid levels give it two feats.
- +2 natural armor bonus.
- **Special Attacks (see above):** Spells.
- **Automatic Languages:** Auran, Kothian. Bonus Languages: Common, Kalinese, Nordmaarian.
- **Favored Class:** Mystic
- **Level Adjustment:** +3

Saqualaminoi

Large Giant (Cold)



This tall apelike humanoid is covered in shaggy gray-white hair. Its features are broad and flat and with deep-set, brown eyes beneath a heavy sloping brow. Immensely strong and hulking in stature, it carries a large thighbone from some kind of giant animal as a makeshift club.

Saqualaminoi are a mountain-dwelling race related to ogres. The ogres call them snow demons, but they are a peaceful if primitive people who make every attempt to keep to themselves.

Saqualaminoi resemble ogres, but are covered from head to foot in thick shaggy white hair. They weigh about 700 pounds and range in height from 9 to 12 feet tall. Saqualaminoi have thick pads on the soles of their feet and hands that aid them in remaining steady in icy conditions, and they are naturally immune to the effects of extreme cold.

Sasqualaminoi have a simple language of grunts and howls which bears a passing similarity to Ogre. Many also learn Common and the tribal languages of mountain or ice nomads.

Combat

Saqualaminoi are usually not interested in fighting unless it is in self-defense or to protect their families. However, a rising younger population of saqualaminoi, led by strong and charismatic leaders, has been known to organize itself into bands that raid settlements in the foothills below saqualaminoi settlements. These bands, and older saqualaminoi who are forced to defend themselves, wield large bone or wooden clubs or simply wade into combat swinging their heavy fists. Subtlety is not a characteristic of the saqualaminoi. They are strong and they know it.

Skills: *Saqualaminoi receive a +8 bonus to Balance checks to avoid slipping on ice, and have a +4 bonus on Hide checks when in snowy terrain.

Saqualaminoi Society

The saqualaminoi live in communities comprised of loosely associated family units, each of which is headed by a male (or "bull"). Saqualaminoi mate for life and typically produce one or two children who survive to adulthood. A community bands together for hunting and for defense, but otherwise remains ungoverned and nomadic. Saqualaminoi families find homes in ice caves and caverns near glaciers, traveling from cave to cave with the shift in seasons.

Saqualaminoi hunt mountain goats and sheep, but are also quite curious about other humanoids. Younger saqualaminoi even attempt to capture ogres and humans in hopes of learning

more about them. The elders in the community frown upon this practice. Occasionally, the captured humanoids will be killed resisting the saqualaminoi. This has spawned stories among surviving ogres and nomadic humans that bloodthirsty snow demons infest the glaciers.

In the past forty years, a new generation of saqualaminoi has grown up with a more aggressive and vicious streak. These saqualaminoi are among those visited by agents of Hiddukel shortly before the Chaos War, who promised them that greater riches with less work and hardship lay in the lands below the mountains. Bands of fearless saqualaminoi have therefore been seen raiding settlements and waylaying caravans in areas such as Blode and the Vingaards, looting them for food and metal items while leaving more valuable goods behind. Although this activity was somewhat scattered and uncommon throughout the early Age of Mortals, Hiddukel's return may see a rise in the frequency and violence of these younger saqualaminoi.

Saqualaminoi Characters

Saqualaminoi bulls and hunters tend to be barbarians. Spellcasters are quite rare among the saqualaminoi, but with Hiddukel's influence some of the younger bands include clerics. These clerics choose two from the following domains: Evil, Treachery, and Trickery.

Saqualaminoi

Hit Dice	8d8+24 (63 hp)
Initiative	+0
Speed	40 ft. (8 squares)
Armor Class	17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple	+6/+16
Attack	Slam +12 melee (1d4+6) or club +12 melee (1d8+6)
Full Attack	2 slams +12 melee (1d4+6) or club +12 melee (1d8+6)
Space/Reach	10 ft. /10 ft.
Special Attacks	—
Special Qualities	Immunity to cold, low-light vision, vulnerability to fire
Saves	Fort +9, Ref +2, Will +3
Abilities	Str 23, Dex 11, Con 16, Int 6, Wis 13, Cha 9
Skills	Balance +2*, Climb +8, Hide -2*, Jump +8, Listen +2, Survival +3
Feats	Endurance, Power Attack, Toughness
Environment	Cold mountains
Organization	Solitary, band (4-8), community (3-36 plus 1-6 3rd-level bulls and 50% noncombatants)
Challenge Rating	4
Treasure	50% goods and items
Alignment	Usually neutral
Advancement	By character class
Level Adjustment	+2

Slig

Medium Humanoid (Reptilian)

This tall, hairless humanoid carries a polearm and has a wiry, orange-yellow body. Its head is vaguely snake-like, with yellow reptilian eyes and a mouth that boasts venomous fangs. It has large ears, a blunt nose, thick hook-clawed fingers, and a stubby tail.

Sligs are tall and brawny reptilian humanoids with crafty and sadistic natures. A slig has many snake-like features including smooth, mottled skin and sharp fangs. It decorates itself with tribal tattoos and body paints in zig-zag patterns, and wears chunky jewelry and trinkets–along with other interesting objects.

A slig stands 6 to 6 1/2 feet tall and weighs 180 to 220 pounds. Its posture is often stooped from spending long hours in cramped tunnels or caves, and when it runs it ducks and weaves with frequent short jumps.

Sligs speak Common and Draconic. Many speak Goblin and Ogre.

Combat

Although a slig can inflict damage by biting or clawing its opponent, it prefers to use a weapon. Sligs favor polearms such as glaives, guisarms, and ranseurs for their reach and usefulness in tripping or disarming opponents. A slig will reserve its



acidic spit for tough opponents, such as armored fighters and knights, relying on its other abilities for regular foes.

Sligs are strong, clever fighters that prefer to use well-placed traps, ambushes, and snares when given the chance. Slig war parties stage elaborate traps outside of settlements or camps and then attempt to drive their opponents into them. Many sligs ride dire boars into battle, leaping from their backs after closing with the enemy or bullrushing individual opponents into trapped areas.

Acid Spit (Ex): A slig's bite deals an additional 1 point of acid damage with a successful attack. Three times a day, a slig can spit a caustic fluid at an opponent as a ranged touch attack that deals 1d6 acid damage. This attack has a range of 10 feet and has no range increment. Anyone hit by a slig's acid spit must succeed on a DC 12 Reflex save or be blinded for 1d6 rounds. The save is Constitution-based. A blinded opponent can take a full round action to flush their eyes and face with water to restore sight, but this action draws an attack of oppportunity.

Fire Resistance (Ex): Sligs have resistance to fire 10.

Skills: Sligs have a +2 racial bonus on Craft (trapmaking) and Hide skills.

Slig Society

Slig tribes live in rocky areas, such as canyons and hills. They occasionally lair near kobold mines, bullying their lesser cousins into a share of the resources. Sligs also ally with ogre bands for mutual support and because they usually share a common human enemy in the area. During the Age of Mortals, sligs allied themselves with nearby dragonlords such as Fenalysten and Stendunnus but their lack of real numbers prevented them from establishing any lasting usefulness to the dragons.

Sligs are led by a boss who surrounds himself with cunning and crafty supplicants and earns his position through claims of a suitably mythic ancestor. Sligs are, like kobolds, rumored to be the result of breeding experiments between bakali lizardfolk and goblin races and their reptilian nature and tribal legends support this. Each slig boss takes great care to exaggerate these legends whenever possible so as to bolster his birthright.

Sligs revered Takhisis before the Chaos War, but the Dark Queen chose not to appear to them during the Age of Mortals, relying instead on the spread of dark mysticism to serve her ends. With her death and the return of the other gods, there has been some effort on the part of Sargonnas to count the sligs among his worshippers, so far with little success.

Sligs as Characters

Most slig leaders are barbarians or barbarian/rogues. Slig clerics typically worshipped Takhisis with tribal shamans turning to dark mysticism in the Age of Mortals. Slig mystics choose one of the following domains: Evil, Strength and Trickery.

Slig

Hit Dice	3d8+3 (16 hp)	Abilities	Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 7
Initiative	+2	Skills	Craft (trapmaking) +4, Hide +9, Listen +2, Move Silently +7, Ride +4, Spot +2, Survival +2
Speed	30 ft. (6 squares)	Feats	Alertness, Stealthy
Armor Class	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	Environment	Warm hills
Base Attack/Grapple	+2/+4	Organization	Solitary, scout party (3-9 plus 1 3rd-level bravo), war party (10-24 mounted on dire boar mounts), or tribe (10-100 plus 100% noncombatants plus 1 3rd-level bravo for every 20 adults, 1 or 2 champions of 6th or 7th level, 1 boss of 8th-10th level, 1-4 ogres, and 10-24 dire boars)
Attack	Glaive +4 melee (1d10+2/x3)	Challenge Rating	2
Full Attack	Glaive +4 melee (1d10+2/x3) or bite +4 melee (1d4+2 plus 1 acid) and 2 claws –1 melee (1d3+1)	Treasure	Standard
Space/Reach	5 ft. /5 ft.	Alignment	Usually lawful evil
Special Attacks	Acid spit	Advancement	By character class
Special Qualities	Darkvision 60 ft., resistance to fire 10	Level Adjustment	+2
Saves	Fort +2, Ref +5, Will +1		

Slig characters possess the following traits.

- +4 Strength, +4 Dexterity, +2 Constitution, -4 Charisma.
- Medium size.
- A slig's base land speed is 30 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A slig begins with 3 levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- **Racial Skills:** A slig's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Craft, Hide, Move Silently, Ride, and Survival.
- **Racial Feats:** A slig's humanoid levels give it two feats.
- +4 natural armor bonus.
- +2 racial bonus on Craft (trapmaking) and Hide checks.
- **Natural Weapons:** bite (1d4 plus 1 acid) and 2 claws (1d3)
- **Special Attacks (see above):** Acid spit
- **Special Qualities (see above):** Resistance to fire 10
- **Automatic Languages:** Common, Draconic. Bonus Languages: Goblin, Elven, Ogre.
- **Favored Class:** Rogue.
- **Level Adjustment:** +2

Ghaggler

Ghagglers are a marine offshoot of sligs that lair in deep waters off the shore of Ansalon, preying on sailors and merchant vessels as well as the occasional sea elf settlement. They revere Zeboim and ally themselves with scrags and other evil aquatic races, and most tribes have entered into a partnership with an amphi dragon or sea dragon for mutual support.

Ghagglers have the aquatic subtype and have a base land speed of 20 feet and a swim speed of 40 feet. They are otherwise identical to sligs.

Tayfolk



Tayfolk are a race whose society depends on each individual having a deep empathic connection to a fraternal twin sibling. Half of the race is composed of elf-like humanoids with beautiful yet frail features and an innate understanding of magic. The other half is made up of bestial humanoids with powerful frames and feral natures. Tayfolk are native to an island in the Courrain Ocean, but since the Summer of Chaos their once-isolated existence has been forever changed.

Tayfolk speak their own language, Tayl. Some learn to speak Common, Elven, and Ogre, as well as other languages encountered in their travels.

Combat

Tayfolk always fight in pairs, one tayling and one taylang. The tayling is the magic-using, elf-like member of the pair, while the taylang is his or her brutish twin. With an empathic bond between them stronger than any normal sibling relationship, tayfolk work exceptionally well as a fighting unit.

Tayfolk Traits: A tayfolk possesses the following traits whether it is a tayling or taylang.

- Low-light vision.
- Immunity to *sleep* spells and similar magical effects and a +2 racial saving throw bonus against enchantment spells and effects.
- **Combat Synergy (Su):** A tayfolk's empathic bond with his sibling provides a number of combat benefits. When a pair of tayfolk siblings are both conscious and in the same battle, they each gain a +2 insight bonus to Initiative checks and Reflex saving throws. In addition, a tayfolk who uses the aid another action to assist its sibling against an opponent increases the bonus earned to +4 instead of +2.

Tayling, Tayling, 1st-Level Warrior, Medium Humanoid (Tayfolk)

Hit Dice	1d8 (4 hp)	Abilities	Str 11, Dex 15, Con 10, Int 10, Wis 11, Cha 10
Initiative	+2	Skills	Hide +4, Ride +4, Spot +4
Speed	30 ft. (6 squares)	Feats	Weapon Finesse
Armor Class	12 (+2 Dex), touch 12, flat-footed 10	Environment	Temperate plains
Base Attack/Grapple	+1/+1	Organization	Pair (1 tayling and 1 taylang), group (2-10 taylings, 2-10 taylangs, 1 4th-level tayling sorcerer and 1 4th-level taylang ranger), or community (10-100 taylings, 10-100 taylangs, 100% noncombatants, 1 4th-level tayling sorcerer or mystic per 20 adults, 1 4th-level taylang ranger or fighter per 20 adults, 1 8th-level tayling mystic and 1 8th-level tayling fighter)
Attack	Short sword +3 melee (1d6/19-20)	Challenge Rating	1
Full Attack	Short sword +3 melee (1d6/19-20)	Treasure	Standard
Space/Reach	5 ft. /5 ft.	Alignment	Usually neutral good
Special Attacks	Spell-like abilities, spell rage	Advancement	By character class
Special Qualities	Combat synergy, empathic bond, immunity to *sleep* spells and effects, low-light vision, spell resistance 6	Level Adjustment	+2
Saves	Fort +2, Ref +2, Will +0		

- **Empathic Bond (Su):** A tayfolk has a strong, almost telepathic connection with its twin, and knows when he or she is hurt, upset, or in danger. This creates an empathic link out to a distance of up to 1 mile through which general emotional information can be shared (such as fear, hunger, happiness or curiosity). Because of this empathic link, a tayfolk has the same connection to an item or place as its twin. For example, a tayling whose taylang brother has been to a room can teleport to that room as if he himself had been there.

Tayling

This humanoid has an elf-like appearance, with alabaster skin, delicate features, and long raven-black hair tied back into a ponytail. He is dressed in loose, flowing clothing.

Taylings are the handsome twins to the bestial taylangs. They are charming, graceful, and innately magical individuals.

Taylings have all the poise and beauty of elves, which they resemble closely. Taylings prefer to dress in flowing robes, loose shirts, or fine gowns in silks and satins. Many traveling taylings affect a dashing style which is quite appealing. Tools of magic and mysticism are common with them, hanging from their belts or in pouches.

The statistics block describes a 1st-level warrior. Most taylings are sorcerers; however, mystics, bards and even monks are known among tayfolk communities.

Combat

Taylings, even those without levels in sorcerer or mystic classes, rely on magic. A tayling fights alongside its taylang twin, setting up situations where the twins can benefit from flanking attacks and the use of the aid another action. Tayling sorcerers and mystics concentrate on spells that bolster and support their siblings and protect themselves from harm. When using a weapon, a tayling favors light blades such as short swords or rapiers.

Spell Rage (Su): Unlike its sibling, a tayling cannot become enraged at will. However, if a tayling's sibling is killed, it flies into a storm of grief-driven magic in order to avenge its partner. A tayling's spell rage enables it to channel any unused prepared spells (if a wizard or cleric) or unused spell slots (if a sorcerer or mystic) into bolts of magical energy. A tayling can generate one bolt per round, which is treated as a ranged touch attack that deals 1d6 points of damage per level of the spell or spell slot channeled (maximum 9d6). A tayling who is spell raging gains a +2 bonus to all saving throws but incurs a -2 penalty to Armor Class. When a tayling's spell slots are all expended, it becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the remainder of the encounter.

A tayling who is not able to cast spells may still channel power into a single bolt that deals 1d6 points of damage character level (maximum 5d6), at which point it becomes fatigued.

Spell-Like Abilities: 3/day–*cure minor wounds, mage hand.* In addition, taylings of 3rd level or higher can use *cat's grace* 3 times a day, taylings of 6th level or higher can use *haste* 3 times a day, and taylings of 9th level or higher can use *polymorph* 3 times a day. Effective caster level for these spell-like abilities is the tayling's character level.

The tayling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Taylings with levels in NPC classes have a CR equal to their character level. Taylings with levels in PC classes have a CR equal to their character level +1.

Taylang

This humanoid is almost 8 feet tall, resembling both grizzly bear and ape, revealing bestial features and a angry snarl. It is dressed in breeches and wears leather armbands and thick-soled boots.

Taylangs are the strong, intimidating siblings of the taylings. When in the company of its sibling, a taylang can be a gentle giant or a noble ally. When its sibling is threatened or killed, however, a taylang flies into a bloodrage, hunting the enemy across the world if it has to in order to wreak vengeance.

Taylangs are very different in appearance from their smaller twins. They can vary between families in terms of what bestial features they possess. Some resemble bears or apes; others have distinctly reptilian qualities to them. All taylangs, however, are humanoid, powerfully-muscled and feral. Closer inspection will reveal a remote likeness with their twins, but usually only another tayfolk can see the resemblance.

The statistics block describes an average taylang without class levels. Most taylangs are rangers or fighters, with the occasional barbarian. Very few taylangs have an interest in magic or the patience to use it, leaving the spellcasting to their siblings.

Combat

Taylangs are no-nonsense brawlers. Their focus in combat is to protect their weaker sibling from tough opponents and deliver as much damage as possible to his foes. A taylang will go to great lengths to ensure its sibling is safe, if threatened, but will usually choose to engage the threatening enemy rather than physically remove the tayling from the battle.

Taylangs favor greatclubs and other large, bludgeoning weapons. Contrary to their bestial appearances, taylangs do not possess claws or bite attacks, but have been known to abandon all weapons and fight barehanded.

Rage (Ex): Once per day, a taylang can fly into a rage, gaining phenomenal strength and durability at the cost of his defenses. This ability functions exactly like that of a barbarian. A taylang who enters a rage does not lose any benefits he gains from his empathic bond with his sibling, but his sibling incurs a -1 penalty to his attack rolls and Will saving throws due to the emotional feedback for as long as the taylang is raging.

A taylang whose sibling is killed will automatically fly into a rage even if he has already used the ability in the past 24 hours. This rage functions like the barbarian's greater rage ability, and of course the taylang no longer gains any empathic bond benefits due to the death of his sibling.

Tayfolk Society

Tayfolk legends are confusing and unsurprisingly divided on the issue of how the race originated. It is commonly believed among their lorekeepers that they were once a clan of elves and a tribe of ogres who entered into a sacred bargain with Zivilyn, the World Tree, to live a harmonious life together on the remote island which tayfolk legend names the Land. Over thousands of years, the two races became a single race yet manifesting the characteristics of both. Other sages claim the tayfolk were one race that constantly fought

Taylang, Large Monstrous Humanoid (Tayfolk)

Hit Dice	2d8+2 (11 hp)	Abilities	Str 16, Dex 11, Con 13, Int 8, Wis 10, Cha 6
Initiative	+0	Skills	Climb +4, Intimidate +2, Listen +3, Survival +1
Speed	30 ft. (6 squares)	Feats	Power Attack
Armor Class	13 (-1 size, +4 natural), touch 9, flat-footed 13	Environment	Temperate plains
Base Attack/Grapple	+2/+9	Organization	Pair (1 tayling and 1 taylang), group (2-10 taylings, 2-10 taylangs, 1 4th-level tayling sorcerer and 1 4th-level taylang ranger), or community (10-100 taylings, 10-100 taylangs, 100% noncombatants, 1 4th-level tayling sorcerer or mystic per 20 adults, 1 4th-level taylang ranger or fighter per 20 adults, 1 8th-level tayling mystic and 1 8th-level tayling fighter)
Attack	Large greatclub +5 melee (2d8+3/x2)	Challenge Rating	2
Full Attack	Large greatclub +5 melee (2d8+3/x2)	Treasure	Standard
Space/Reach	10 ft. /10 ft.	Alignment	Usually chaotic neutral
Special Attacks	Rage	Advancement	By character class
Special Qualities	Combat synergy, empathic bond, immunity to *sleep* spells and effects, low-light vision	Level Adjustment	+1
Saves	Fort +1, Ref +3, Will +3		

in bloody civil wars, and were punished by the passage of the Graygem by being split into two.

Whatever their origins, the tayfolk lived in relative isolation and peaceful harmony on their island of Land for centuries before and after the Cataclysm, encountered only rarely by lost seafarers. They did not know war or conflict until the ships of Ariakan came to Land, in search of grunt soldiers and mercenaries for the coming invasion of Ansalon. The tayfolk strongly resisted any attempt to be enlisted, and so Ariakan had his Gray Robes destroy the tayfolk communicities.

So many tayfolk lost their siblings that day that a great vengeance arose within them. Several hundred of them departed on ships to find the Dark Knights and exact their blood debt, and were never seen again. When Chaos set foot upon the world, and the stars fell, the tayfolk blamed the Dark Knights. Decades later, on the eve of a new beginning following the War of Souls, the tayfolk have become a race driven to spread out across Krynn in search of answers to the tragedy that has stricken them.

Only a handful of tayfolk villages remain on Land, their inhabitants living somewhat pastoral lives with little to no central government. The majority of tayfolk live a gypsy existence, traveling in small bands by ship to far-flung regions, led by prominent tayfolk pairs whose parents were killed or went missing in the Chaos War. Those who have made it to Ansalon will no doubt encounter what remains of the Dark Knights, which has yet to occur.

Tayfolk as Characters

Tayfolk share some common traits but then differ markedly between taylings and taylangs.

Tayfolk Traits: Both taylings and taylangs possess the following racial traits.

- A tayfolk's base land speed is 30 feet.
- Low-light vision.
- **Racial Feats:** A tayfolk gains feats according to its character class.
- **Special Qualities (see above):** Combat synergy, empathic bond, immunity to *sleep* spells and similar magical effects and a +2 racial saving throw bonus against enchantment spells and effects.
- **Automatic Languages:** Tayl. Bonus Languages: Common, Elven, Ogre.

Tayling Traits: These traits are in addition to the Tayfolk traits.

- Strength -2, Dexterity +2, Constitution -2, Wisdom +2, Charisma +2.
- Medium size.
- **Racial Skills:** A tayling has a +2 racial bonus on Concentration and Spot checks.
- **Special Attacks (see above):** Spell-like abilities.
- **Special Qualities:** Spell resistance equal to 5 + character levels.
- **Favored Class:** Sorcerer.
- **Level Adjustment:** +2.

Taylang Traits: These traits are in addition to the tayfolk traits.

- Strength +6, Constitution +2, Intelligence -2, Charisma -4.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus to grapple checks, lifting and carrying limits, double that of Medium characters.
- **Space/Reach:** 10 ft. /10 ft.
- **Racial Hit Dice:** A taylang begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Reflex +3, and Will +3.
- **Racial Skills:** A taylang's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Intimidate, Listen and Survival. Taylangs gain a +2 racial bonus on Intimidate and Listen checks.
- **Racial Feats:** A taylang's monstrous humanoid levels give it one feat.
- Weapon Proficiency: A taylang is automatically proficient with the greatclub.
- +4 natural armor bonus.
- **Special Attacks (see above):** Rage
- **Favored Class:** Fighter.
- **Level Adjustment:** +1.

Troll, Mewling

Large Giant



This is a repulsive, hunched creature covered in green fur matted with vegetation. It has large, sad, black eyes and ram-like horns. Whimpering mewling sounds emanate from it.

Mewling trolls are clever creatures that use their natural camouflage to hide and surprise their foes.

The coat of a mewling troll is a mossy hue of green that's often entangled with vines and leaves that have matted into its hide. Ram-like horns grow from the sides of its head and its nose is a large brown tuberous-like growth. They are extremely bulky. A mewling troll will reduce the stress on its body by loping along all fours as comfortably as it moves on two legs, though it always prefers a bipedal position when in combat.

Unlike common trolls, mewlings possess no regenerative capabilities, though they are just as fearsome and malicious in combat when pressed. Mewlings also contrast with other trolls as they are far less likely to be wholly wicked, a fact that has led to the surprise of a community upon seeing a child delivered from harm's way by a mewling troll. Because mewling trolls lack the regenerative abilities of a true troll, scholars often debate the origins of the mewlings, and a few even doubt that it is related to trolls (and by proxy ogres) at all.

Mewling trolls are 15 feet tall and weigh about 1,500 pounds.

Mewling trolls speak no languages. The only vocalizations that they make are wild gibbering akin to a madman speaking to himself. In combat, they fly into a greater flurry of incomprehensibility which often affects the minds of their foes.

Combat

A mewling troll prefers to wait in hiding, passing itself off as part of the scenery until its prey moves in close. It will then pounce from hiding and physically engage its enemies while babbling, rendering them termporarily mad.

Troll, Mewling

Hit Dice	15d8+105 (172 hp)
Initiative	+3
Speed	40 ft. (8 squares)
Armor Class	23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23
Base Attack/Grapple	+11/+25
Attack	Bite +20 melee (2d6+10)
Full Attack	Bite +20 melee (2d6+10) and 2 claws +15 melee (1d8+10)
Space/Reach	10 ft. /10 ft.
Special Attacks	Babble, pounce, rend
Special Qualities	Darkvision 60 ft., low-light vision, scent
Saves	Fort +14, Ref +4, Will +6
Abilities	Str 30, Dex 9, Con 25, Int 4, Wis 12, Cha 15
Skills	Hide +8*, Listen +4, Move Silently +10, Spot +6, Survival +6
Feats	Cleave, Improved Initiative, Power Attack, Skill Focus (Hide, Move Silently), Stealthy
Environment	Temperate forests
Organization	Solitary or pair
Challenge Rating	11
Treasure	Standard
Alignment	Often neutral evil
Advancement	16-30 HD (Large); 31-45 HD (Huge)
Level Adjustment	—

Babble (Su): A mewling troll mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the mewling troll must succeed on a DC 19 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same mewling troll's babble for 24 hours. This is a continuous ability that the mewling can suppress. The save DC is Charisma-based.

Pounce (Ex): If a mewling troll charges a foe, it can make a full attack.

Rend (Ex): If a mewling troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+15 points of damage.

Skills: Mewling trolls have a +3 racial bonus on all Listen, Spot, and Survival checks.

*Mewling trolls have a +12 competence bonus on any Hide checks made within a forested area.

Ursoi

Large Monstrous Humanoid

This is a powerfully-built bipedal white bear with hands instead of paws. Its head is striped and it wears a leather harness and climbing gear. Its eyes demonstrate intelligence and it moves and acts with a calm sense of purpose.

The ursoi are a race of bearfolk who live in extremely cold and arctic climates. They may either be bears granted intelligence by the passage of the Graygem, or perhaps one of the chosen races of Chislev created in the Age of Dreams.

Ursoi look like intelligent, bipedal polar bears. They wear some clothing and use tools, and they have thick fingers instead of paws. Ursoi fur is striped in places, usually in patterns along the sides of the head, distinguishing individuals.

Ursoi speak Ursoi, which is a very difficult language of growls and hums. They are unable to speak other languages, but can understand them. Many ursoi understand Common or Thanoi.

Combat

Ursoi are ferocious in battle, but do not enter it lightly. They are not berserkers, knowing when and where to choose their fights. Because they are equally dangerous armed or unarmed, an ursoi will not hesitate to use whatever means is necessary to engage an enemy, whether that be with a pick or with its claws and bite.

Improved Grab (Ex): To use this ability, an ursoi must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: An ursoi has a +4 racial bonus to Survival and Swim checks.

Ursoi Society

The ursoi organize themselves into nomadic clans who follow sources of food throughout the cycle of the year. Clans are led by chieftains who are in turn supported by sub-chieftains. Ursoi young are

raised by the community of clan females while the males hunt and defend the clan. Ursoi have strong, unshakeable beliefs in the importance of nature, clan loyalty, and justice. Individual ursoi place a great emphasis on personal honor and repaying debts owed to others, and ursoi have been known to serve as bodyguards and protectors to non-ursoi to whom they owe their lives.

The ursoi originate far to the south of Icewall, in a region known as Chorane that formed out of geothermic tunnels below the ice. The majority of ursoi departed the area following uprisings and civil wars between the human residents of Chorane soon after the time of the War of the Lance, and set forth to find a new homeland. Their legends spoke of a place of great hunting and resources to the north, and thus the ursoi spent many years crossing the five hundred miles to the edge of Icereach.

The ursoi close to Icereach during the Age of Mortals have made contact with thanoi and with other minions of Ice & Freeze, the twin white dragonlords who dominate the area. The thanoi immediately chose to attack these new invaders, and at end of the War of Souls the two races were involved in regular, violent exchanges. The ursoi had already dealt with dragons in Chorane, but none as large and dangerous as the Cold Sisters. Ice & Freeze were not yet ready to decide what to do with the ursoi, but the rumors they have heard of Chorane from their servants among the thanoi had certainly drawn their interest.

Ursoi do not hold the dead sacred. They believe that once the soul has departed, the body is no longer the person that inhabited it. Due to the scarcity of resources, therefore, ursoi do not bury their dead, they eat them. The same is true for those the ursoi kill in battle. This has given rise to a marked hostility from other races, especially the thanoi, who are furious at the ursoi's practices. The ursoi on the other hand consider it the highest sign of respect for one's kin and one's foe to leave their body behind as a resource.

Ursoi revere Chislev, whom they call the Great White Mother, and to a lesser extent Kiri-Jolith and Sargonnas, who are known as the Brothers of the Hunt. During the early Age of Mortals, some tribal shamans developed mysticism, but almost all of them have turned back to Chislev in the wake of the War of Souls and the return of the gods.

Ursoi

Hit Dice	5d8+15 (37 hp)
Initiative	+1
Speed	30 ft. (6 squares)
Armor Class	19 (-1 size, +1 Dex, +4 natural, +3 studded leather, +2 large wooden shield), touch 10, flat-footed 18
Base Attack/Grapple	+5/+14
Attack	Claw +9 melee (1d6+5) or heavy pick +9 melee (1d8+5/ x4)
Full Attack	2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach	10 ft. /10 ft.
Special Attacks	Improved grab
Special Qualities	Darkvision 60 ft, resistance to cold 10, scent
Saves	Fort +1, Ref +4, Will +4
Abilities	Str 21, Dex 12, Con 16, Int 9, Wis 13, Cha 7
Skills	Climb +7, Listen +4, Spot +4, Survival +7, Swim +11
Feats	Alertness, Endurance
Environment	Cold forests
Organization	Solitary, patrol (3-5), hunting party (6-10 plus one 3rd-level sub-chieftain), clan (15-50 plus 100% noncombatants, three 3rd-level sub-chieftains, one 5th-level tribal shaman, and one 6th-level chieftain)
Challenge Rating	4
Treasure	Standard
Alignment	Usually lawful neutral
Advancement	By character class
Level Adjustment	+2

Ursoi as Characters

Ursoi characters possess the following racial traits.

- Strength +10, Dexterity +2, Constitution +6, Intelligence -2, Wisdom +2, Charisma -4.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus to grapple checks, lifting and carrying limits double that of Medium characters.
- An ursoi's base land speed is 30 feet.
- Darkvision out to 60 ft.
- **Racial Hit Dice:** An ursoi begins with 5 levels of monstrous humanoid which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- **Racial Skills:** An ursoi's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, Spot, Survival, and Swim. Ursoi have a +4 racial bonus on Survival and Swim checks.
- **Racial Feats:** An ursoi's monstrous humanoid levels give it two feats.
- +4 natural armor.
- **Natural Weapons:** 2 claws (1d6), bite (1d8).
- **Special Attacks (see above):** Improved grab.
- **Special Qualities (see above):** Resistance to cold 10, scent.
- **Automatic Languages:** Ursoi. Bonus Languages: Common, Ice Barbarian, Thanoi
- **Favored Class:** Ranger.
- **Level Adjustment:** +2.



3. Beasts of Krynn

The majority of challenges encountered by adventurers and wayward travelers in the *DRAGONLANCE Campaign Setting* are beasts. Krynn's civilized areas are often divided by hundreds of miles of wilderness, from deserts and plains to hills and mountains. The following creatures have one thing in common – they are species native to Krynn, rather than being accidents of nature or curiosities birthed by magic. As such, despite their occasional bizarre traits, they are favored of the nature gods.

Funno

Small Animal



This small animal has a body of a feral dachshund, with short rodent-like legs and a nub of a tail. Its head is rat-like, with beady round eyes and whiskers. It is covered in a shorthaired coat of blue-black fur.

The funno is a ubiquitous rodent found in nearly every underground community on Krynn. It is a source of rather bland meat and surprisingly resilient leather.

A funno resembles a cross between a wiener-dog and rat, ranging in color from pale tan to dark, chocolate-brown–in addition to black. Rare albino funno have been seen in isolated areas. Funnos have short, stubby legs and whiskers, and move with surprising speed when threatened.

They are universally timid and docile when domesticated, but in the wild can be dangerous in larger numbers.

Funnos weigh between 25 to 30 pounds and are two to three feet long, about the size of a small dog.

Combat

Wild or feral funnos are vicious when cornered, although domesticity has bred this trait out of those kept for meat and leather. Funnos attack with their bite, but will usually only make one or two attempts before fleeing.

Skills: Funnos have a +4 racial bonus on Survival checks.

Treasure: Funno have no treasure.

Funnohide

The hide of the funno is soft, pliable leather that can be formed into many shapes. Once those shapes are treated with medrocide, an extract of the medroc fungus common in many underground regions, the hide hardens into a substance of surprising strength and hardness. It can be formed into armor or shaped into shields, axes, and other weapons. It is capable of holding an edge when cured. The medrocide curing agent also allows funnohide shapes to be glued to each other. This glue enables larger items to be formed from funnohide, including tables, carts, chairs, fences, and so on. Funnohide is resistant to burning, but becomes brittle in extremes of cold. It is therefore more commonly used in underground areas close to volcanic activity.

Funnohide armor is as effective as a breastplate, but weighs half as much. Because it requires several funnos to craft one suit of Medium armor and numerous applications of medrocide, the cost is the same as a standard breastplate. Funnohide armor has the same arcane spell failure chance, armor check penalty and maximum Dexterity bonus as a breastplate, but may be worn by druids without penalty.

Weapons crafted from funnohide are as effective as other metal weapons and weigh only half as much. Edged or piercing weapons require strict maintenance and care to retain their edges, and are just as expensive to repair as metal items due to the process of curing and treating the hide.

Funnohide cannot be used to craft masterwork armor, weapons, or items. Because of this, it is unsuitable for use in crafting magical arms or armor.

Funnohide has 10 hit points per inch of thickness and hardness 10. It is vulnerable to cold, and therefore items made with it take double damage from cold or half damage if a saving throw is allowed. It saves against fire damage with a +4 bonus. Funnohide armor does not confer these traits to the wearer.

Funno

Hit Dice	1d8+1 (5 hp)
Initiative	+3
Speed	20 ft. (4 squares), burrow 10 ft.
Armor Class	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple	+0/-5
Attack	Bite +3 melee (1d3-2)
Full Attack	Bite +3 melee (1d3-2e)
Space/Reach	5 ft. /5 ft.
Special Attacks	—
Special Qualities	Darkvision 60 ft, low-light vision, scent
Saves	Fort +3, Ref +5, Will +1
Abilities	Str 6, Dex 17, Con 12, Int 2, Wis 12, Cha 6
Skills	Balance +4, Hide +8, Move Silently +4, Survival +6
Feats	RunB, Weapon Finesse
Environment	Underground
Organization	Solitary or herd (10-100)
Challenge Rating	1/4
Alignment	Always neutral
Advancement	—
Level Adjustment	—

Horax

Medium Vermin

This insectoid creature looks like a six-foot long centipede. It has a segmented shell of blue-black chitin. Large and powerful mandibles jut out just below its beady eyes. It rears up cobra-like, displaying a mottled yellow-green underbelly.

Horaxes are relatives of monstrous centipedes that infest subterranean areas. They are vicious creatures and will attack a single opponent until one or the other falls.

A horax has twelve legs, and its color, though most commonly dark blue, can also take on a faded gray hue with blue-mottled specks. A horax is about 6 feet long and weighs 300 pounds. The horax is the greatest pest amongst mountain dwarves who happen to stumble upon nests of the beasts. On occasion, a few horaxes will make their way unbidden into dwarven settlements and lead to a city-wide infestation.

Horaxes are primarily hunters, but if the need arises, they will scavenge and feed upon carrion.



Horax

Hit Dice	4d8+8 (26 hp)
Initiative	+7
Speed	30 ft. (6 squares), burrow 20 ft., climb 30 ft.
Armor Class	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple	+3/+5
Attack	Bite +6 melee (1d6+2)
Full Attack	Bite +6 melee (1d6+2)
Space/Reach	5 ft. /5 ft.
Special Attacks	Improved grab, pounce, rake
Special Qualities	Darkvision 60 ft., tremorsense 100 ft., vermin traits
Saves	Fort +6, Ref +4, Will +1
Abilities	Str 15, Dex 16, Con 15, Int —, Wis 10, Cha 3
Skills	Climb +14, Listen +5, Spot +5
Feats	Improved Initiative, Weapon Focus (bite)
Environment	Underground
Organization	Infestation (3-30), or nest (50-100)
Challenge Rating	2
Treasure	No coins, 50% goods, 50% items.
Alignment	Always neutral
Advancement	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment	—

Combat

Horax tactics are simple. When they spot a victim they'll charge it and pounce to attack. The horax will attempt to establish a grab and when it has one will try to maintain it at all costs and deal damage with its bite and rakes. Horaxes concentrate on one enemy at a time until it is killed.

A horax's climbing ability gives it a tactical advantage within tunnels and multiple horaxes will attack one foe from the ceiling and walls of a tunnel in addition to those on the floor.

Improved Grab (Ex): To use this ability, a horax must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a horax charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +5 melee, damage 1d4+2

Skills: Horaxes have a +8 racial bonus on Climb checks. A horax can always choose to take 10 on Climb checks, even if rushed or threatened.

Kalothagh

Large Animal (Aquatic)



This fish is almost completely uninteresting, resembling a twelve-foot long, dull-green pincushion.

Kalothaghs (often known as "pricklebacks" by mariners) are large fish that usually patrol tropical waters. They are never used for food due to the weak paralytic poison that permeates their flesh, however on occasion certain primitive societies will catch them and use their poisonous spines for weapons.

Kalothaghs are extremely large fish distantly related to sharks. They are usually no less than 12 feet long, and weigh 500 pounds. Kalothaghs have a green body that fades into an almost-brown color that is covered in many spines. Their eyes are wide and yellow, and they have a weak jaw that hinges upward like a trout.

Combat

A kalothagh prefers to shoot its spines, and will only resort to its weak bite if absolutely necessary.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Dex.

The save DC is Constitution-based.

Spine Proximity (Ex): Any creatures within 5 feet of a kalothagh must succeed at a DC 14 Reflex save each round or take damage as if having been shot by the kalothagh's spines. Any creature hurt by a kalothagh's spines through this method or its attack must succeed at a DC 14 Reflex save or the barbed spines will hook in the creature's flesh, causing the spine to detach from the kalothagh. Removing the spines results in another 1d4 points of damage. A kalothagh is assumed to have 16+2d8 spines at any given time. It takes a week for its spines to grow back. Spines used for a ranged attack underwater never take more than a –4 penalty.

Bladder (Ex): A kalothagh has a bladder lining its body and can fill it with air as a full round action to make an escape when it is in danger. A kalothagh that inflates its bladder floats belly-up toward the surface at a rate of 120 feet per round. The kalothagh may deflate its bladder as another full-round action. While floating in this manner, a kalothagh may take no other actions.

Kalothagh

Hit Dice	2d8+2 (11 hp)
Initiative	+3
Speed	20 ft. (4 squares), Swim 30 ft.
Armor Class	15 (+2 size, +3 Dex), touch 13, flat-footed 12
Base Attack/Grapple	+2/-9
Attack	Touch +1 melee (1d4 cold)
Full Attack	2 touch +1 melee (1d4 cold) and sting –1 melee (1d2-3 plus 1d4 cold)
Space/Reach	2-1/2 ft. /0 ft.
Special Attacks	Cold
Special Qualities	Gaseous form, immunity to electricity, spontaneous generation, telepathy 100 ft.
Saves	Fort +4, Ref +6, Will +2
Abilities	Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 2
Skills	Hide +6, Survival +4
Feats	Improved Initiative, Weapon Finesse
Environment	Warm aquatic
Organization	Solitary, or school (2-10)
Challenge Rating	2
Treasure	None
Alignment	Always neutral
Advancement	5-8 HD (Large) 9-12 HD (Huge)
Level Adjustment	—

Mandibear

Large Magical Beast



This bear has an unusual coat. Most of its body is reddish-brown, however its legs and tail are a charcoal gray–as well as two raccoon-like patches around its eyes that create the illusion of a mask. The creature's large brown eyes display no malevolence.

Mandibears are creatures commonly found in Nordmaar, the Blood Sea Isles, and the Dragon Isles. They look like giant stuffed bears, and their disarmingly cute appearance has led to the death of many adventurers. They are fiercely territorial, and should they so much as catch the slightest scent of humans or other intelligent races, the male mandibears will protect the cubs while the females go out to find the intruders.

Despite the fierce violent tendencies that mandibears display when threatened (as well as their extremely sharp claws) the creatures are herbivores. The preferred staples of their diet are a variety of ferns found throughout the northern end of Ansalon.

Though intelligent, mandibears speak no language, but they can understand Common.

Combat

Mandibears prefer to rip at prey with their claws and pull them down so that they may gore them. Mandibears will chase their prey only to the edges of their territory, and will not go through deep water due to an inability to swim.

Improved Grab (Ex): To use this ability, a mandibear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Mandibears gain a +8 racial bonus to Climb, Spot, and Listen checks.

Mandibear

Hit Dice	5d10+20 (47 hp)	Abilities	Str 25, Dex 15, Con 18, Int 8, Wis 13, Cha 10
Initiative	+2	Skills	Climb +19, Listen +11, Spot +11
Speed	40 ft. (8 squares), Climb 15 ft.	Feats	Multiattack, Weapon Focus (claws)
Armor Class	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16	Environment	Warm forest
Base Attack/Grapple	+5/+16	Organization	Solitary, pair, or pack (5-15)
Attack	Claw +12 melee (1d10+7/19-20)	Challenge Rating	5
Full Attack	2 claws +12 melee (1d10+7/19-20) and bite +9 melee (1d6+3)	Treasure	No coins, 50% goods, 50% items
Space/Reach	10 ft. /10 ft.	Alignment	Usually chaotic neutral.
Special Attacks	Improved Grab	Advancement	6-10 HD (Large)
Special Qualities	Darkvision 60 ft., low-light vision, scent	Level Adjustment	—
Saves	Fort +8, Ref +6, Will +2		

Mundane Animals

Animal Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision
- Alignment: Always neutral. Animals are not governed by a human sense of morality.
- Treasure: None. Animals never possess any type of treasure.

Deer

Medium Animal

The statistics presented here describe a male red deer. Females are slightly smaller, but use the same characteristics (except females do not possess a gore attack).

These shy herbivores are found segregated into male and female herds. During mating season, a male stag will gather a herd of females and the stags become more aggressive.

Male deer, known as stags, are typically larger than the female deer, known as hinds. Males are typically almost 4 feet tall at the shoulder, weighing up to 560 pounds, while females are smaller and weigh around 300 pounds. Male deer also have bone antlers, which sometimes grow up to 2 1/2 feet in length, which they will use to defend themselves.

Deer of all varieties can be found across Ansalon, wherever there is a forested area. They are particularly common amongst the Qualinesti and Silvanesti Forests in the south, and in the forests found throughout Solamnia.

Combat

Deer prefer flight to fight, but if pressed, they will attempt to defend themselves.

Skills: Deer receive a +4 racial bonus to Survival checks.

Carrying Capacity: A light load for a deer is up to 49 pounds; a medium load, 50-99 pounds; and a heavy load, 100-150 pounds.

Elk

Large Animal

The statistics here represent the male forest elk. Females are slightly smaller, but share the same characteristics (except no gore).

Larger cousins to the red deer, elk are powerful and graceful creatures, haunting the forests of the land. Herd creatures, they are typically peaceful unless provoked, at which point the bull elks (the males) will react to protect the females and the children, giving the smaller elk time to flee.

Male elks, known as bulls, are typically larger than females. Males typically stand about 5 feet tall at the shoulder, weighing about 700 pounds. Females are smaller, standing about 4 feet tall at the shoulder and weighing only about 400 pounds. Bulls are easily distinguished from the females, as male elks possess branching antlers that can reach up to 3-1/2 to 4 feet in length. Typically, pelts are a grayish-brown to a rich auburn.



Combat

Bull elks tend to be a bit more aggressive and territorial than the females or most deer.

Skills: Elk receive a +4 racial bonus to Survival checks.

Carrying Capacity: A light load for an elk is up to 87 pounds; a medium load, 88-174 pounds; and a heavy load, 175-262 pounds.

Moose

LARGE ANIMAL

The statistics here represent a male, southern moose. Females are slightly smaller, but otherwise share the same characteristics (except for the gore attack).

Male moose, known as bulls, can stand around 6 feet tall at the shoulder, weighing up to 1000 pounds; females tend to be slightly smaller. Bulls develop a massive set of antlers, some of which can have a span of more than 6 feet from tip to tip. Fur tends toward dark browns and grays, heavy and shaggy, providing them protection from the colder climes they dwell in.

Bull moose are surprisingly strong, willing to fight while giving time for the herd to retreat.

Combat

Moose are not as aggressive or territorial as elk, but they are still able to deal with most large (natural) predators with surprising ease.

Skills: +4 racial bonus to Survival checks.

Carrying Capacity: A light load for a moose is up to 114 pounds; a medium load, 115-229 pounds; a heavy load, 230-345 pounds.

Deer, Medium Animal

Hit Dice	2d8 (8 hp)
Initiative	+3
Speed	50 ft. (10 squares)
Armor Class	13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple	+1/+1
Attack	Gore +1 melee (1d6) or hoof +4 melee (1d4)
Full Attack	Gore +1 melee (1d6) or 2 hooves +4 melee (1d4)
Space/Reach	5 ft./5 ft.
Special Attacks	–
Special Qualities	Low-light vision, scent
Saves	Fort +3, Ref +6, Will +0
Abilities	Str 10, Dex 16, Con 10, Int 2, Wis 11, Cha 6
Skills	Listen +4, Spot +4, Survival +5
Feats	Alertness, Run[B], Weapon Finesse (hooves)
Environment	Any forest
Organization	Solitary, family (2-4), herd (6-20)
Challenge Rating	1/2
Alignment	Always neutral
Advancement	3-4 HD (Medium)
Level Adjustment	–

Elk, Large Animal

Hit Dice	3d8+9 (22 hp)	Saves	Fort +6, Ref +4, Will +1
Initiative	+1	Abilities	Str 14, Dex 12, Con 15, Int 2, Wis 11, Cha 6
Speed	50 ft. (10 squares)	Skills	Listen +4, Spot +4, Survival +6
Armor Class	12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11	Feats	Alertness, Run[B], Toughness
Base Attack/Grapple	+2/+8	Environment	Any forest
Attack	Gore +3 melee (1d6+2) or hoof +3 melee (1d4+2)	Organization	Solitary, family (2-4), herd (6-20).
Full Attack	Gore +3 melee	Challenge Rating	1
Space/Reach	10 ft./5 ft.	Alignment	Always neutral
Special Attacks	–	Advancement	4-6 (Large)
Special Qualities	Low-light vision, scent	Level Adjustment	–

Moose, Large Animal

Hit Dice	4d8+11 (30 hp)	Saves	Fort +6, Ref +5, Will +2
Initiative	+1 Dex	Abilities	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Speed	30 ft. (6 squares)	Skills	Listen +5, Spot +5, Survival +8
Armor Class	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13	Feats	Alertness, Endurance[B], Toughness
Base Attack/Grapple	+3/+10	Environment	Cold forest or plain
Attack	Gore +5 melee (1d8+3) or hoof +5 melee (1d6+3)	Organization	Solitary, family (2-4), herd (6-20).
Full Attack	Gore +5 melee (1d8+3) or 2 hooves +5 melee (1d6+3)	Challenge Rating	1
Space/Reach	10 ft./5 ft.	Alignment	Always neutral
Special Attacks	–	Advancement	5-8 HD (Large)
Special Qualities	Low-light vision, scent	Level Adjustment	–

Mundane Flightless Birds



Flightless birds, or ratites, are common in warmer climates of Krynn. They are bipedal, with strong legs ending in large claws, and have long necks capable of reaching into taller trees, above rocks, and into crevices. They are skittish and avoid contact with humanoids and larger creatures, but can often be domesticated to serve as mounts for nomads, goblins, and kender. All varieties of flightless bird are capable of delivering vicious kicks when threatened.

The following flightless birds are the most numerous of their kind on Ansalon.

Austrich

Medium Animal

The austrich is the largest of Krynn's flightless birds, and has black feathers with white plumes, a featherless neck, and thick scaly talons. It is found near the edges of the Plains of Dust, as well as similar temperate grassy or sandy regions.

Austriches can be used as mounts by Medium or Small sized creatures, even though they are themselves Medium sized. They are almost seven feet tall and weigh 500 pounds.

Combat

An austrich usually flees a threat, but if cornered or used effectively as a mount it can deliver a powerful kick. It can also strike with its beak as a secondary weapon.

Skills: An austrich has a +4 racial bonus to Jump and Spot checks.

Emre

MEDIUM ANIMAL

The emre is smaller than the austrich, and its plumage looks more like drab brown shaggy hair than bird feathers. Emre flocks can be found on the plains in the north of Ansalon, in the wilds of Estwilde and further east. They are domesticated for meat and for use as mounts by some goblin tribes.

An emre ranges in height from 4 feet to 5 feet, and weighs as much as 200 pounds.

Combat

An emre that is accustomed to combat, such as one used as a mount by a goblin or other Small rider, can be quite vicious with its kicks and bite. Untrained emres or those in the wild will flee a threat at the first opportunity, kicking only if cornered or protecting a nest.

Skills: An emre has a +4 racial bonus on Hide, Listen and Spot checks.

Wari

MEDIUM ANIMAL

The 'wari is legendary for its stupidity, although many travelers expecting it to be a simple flightless bird can be caught accidentally in a stampede of the creatures provoked only by a loud noise or unexpected stranger. 'Wari are not particularly good as meat, and they don't domesticate. They are considered a nuisance on the shores of the New Sea, and are often the targets of rite of passage adventures for adolescents.

Combat

The 'wari is too stupid to pick a fight, and too skittish to stay in one for long. When pressured into a fight, they can deliver a nasty wound with their beak, but will attempt to avoid fights.

Stampede (Ex): A frightened flock of 'wari flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Medium size or smaller that gets in their way, dealing 1d8 points of damage for each 5 'wari in the flock (Reflex DC 14 half). The save DC is Strength-based.

Skills: A 'wari has a +4 racial bonus to Hide, Jump and Spot checks.

Austrich

Hit Dice	4d8+4 (22 hp)
Initiative	+2
Speed	40 ft. (8 squares)
Armor Class	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple	+3/+6
Attack	Kick +6 melee (1d8+3)
Full Attack	Kick +6 melee (1d8+3) and bite +1 melee (1d4+1)
Space/Reach	5 ft. /5 ft.
Special Attacks	—
Special Qualities	Low-light vision
Saves	Fort +5, Ref +5, Will +1
Abilities	Str 17, Dex 14, Con 13, Int 2, Wis 10, Cha 10
Skills	Jump +10, Listen +2, Spot +6
Feats	Dodge, Run
Environment	Temperate plains
Organization	Solitary, flock (3-12)
Challenge Rating	2
Advancement	5-8 HD (Large)
Level Adjustment	—

Emre

Hit Dice	2d8 (9 hp)
Initiative	+2
Speed	30 ft. (6 squares)
Armor Class	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple	+1/+3
Attack	Kick +3 melee (1d6+2) or beak +3 melee (1d4+1)
Full Attack	Kick +3 melee (1d6+2) and beak -2 melee (1d4+1)
Space/Reach	5 ft. /5 ft.
Special Attacks	—
Special Qualities	Low-light vision
Saves	Fort +3, Ref +5, Will -1
Abilities	Str 15, Dex 14, Con 11, Int 2, Wis 8, Cha 8
Skills	Hide +7, Listen +5, Spot +5
Feats	Dodge
Environment	Warm plains
Organization	Solitary, flock (5-15)
Challenge Rating	1/2
Advancement	3-4 HD (Medium)
Level Adjustment	—

Wari

Hit Dice	3d8+3 (16 hp)
Initiative	+1
Speed	40 ft. (8 squares)
Armor Class	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple	+2/+5
Attack	Bite +5 melee (1d6+3) or kick +5 melee (1d6+1)
Full Attack	Bite +5 melee (1d6+3) and kick +0 melee (1d6+1)
Space/Reach	5 ft. /5 ft.
Special Attacks	Stampede
Special Qualities	Low-light vision
Saves	Fort +4, Ref +4, Will +0
Abilities	Str 16, Dex 13, Con 13, Int 1, Wis 8, Cha 8
Skills	Hide +7, Jump +9, Spot +5
Feats	Dodge, Run
Environment	Temperate hills
Organization	Solitary, flock (5-50)
Challenge Rating	1
Advancement	4-6 HD (Medium)
Level Adjustment	—

Skrit

Large Vermin



This is a huge beetle, resembling an armored flea with a long, inflexible tail. Its tiny head is somewhat recessed, with the bulk of its body being a domed carapace camouflaged to blend in with the desert.

Skrits are carnivorous desert beetles that lie in wait for prey among rocky outcroppings. Skrits are over five-feet tall and half again as long, with armored shells that persist long after the creature is dead, forming homes for desert life and used by nomads as material for armor and shelters.

Combat

Once a skrit's prey is in range, it aggressively attacks the weakest or smallest individual to the exclusion of all others. It will try to achieve a hold with its barbed mouth, injecting its paralyzing toxin into the victim and then dragging it off.

Improved Grab (Ex): To use this ability, a skrit must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Each round after the first that the skrit maintains a hold on its victim, it can continue to inject poison until the paralysis takes effect. A skrit does not deal additional bite damage after the first round, nor may it make claw attacks on other opponents while it is maintaining a hold on a victim. A skrit that is damaged after grabbing its prey will immediately attempt to retreat, dragging the victim with it.

Poison (Ex): Injury, Fortitude DC 14, initial damage paralysis for 3d6 hours, secondary damage 2d4 Con. The save is Constitution-based. This poison continues to inflict 1d4 points of Constitution damage every hour after the first, slowly liquefying the victim's internal organs, muscles and bone.

Skills: A skrit has a +4 racial bonus to Spot checks. *A skrit also gains a +12 racial bonus to Hide checks when in rocky desert terrain due to its natural camouflage, as long as it remains still.

Skrit

Hit Dice	6d8+6 (33 hp)
Initiative	+2
Speed	50 ft. (10 squares)
Armor Class	21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple	+4/+12
Attack	Claw +7 melee (1d4+4)
Full Attack	2 claws +7 melee (1d4+4) and bite +2 melee (1d8+2 plus poison)
Space/Reach	10 ft. /5 ft.
Special Attacks	Improved grab, poison
Special Qualities	Darkvision 60 ft., scent, tremorsense 60 ft.
Saves	Fort +6, Ref +6, Will +2
Abilities	Str 18, Dex 15, Con 13, Int —, Wis 10, Cha 7
Skills	Hide -2*, Spot +4
Feats	Lightning ReflexesB
Environment	Cool deserts
Organization	Solitary or pair
Challenge Rating	5
Alignment	Always neutral
Advancement	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment	—
Abilities	Str 18, Dex 15, Con 13, Int –, Wis 10, Cha 7

Swarm, Turbidus Leech

Diminutive Magical Beast (Aquatic, Swarm)



A mass of foot-long, dark brown, creatures clouds the water, revealing sharp teeth inside of disgusting sphincter mouths.

Turbidus leeches are deadly creatures primarily found north of Nordmaar, though they span across practically all of Ansalon's equatorial oceans in varying numbers. They exist only to feed, although many spellcasters have found a most unique use for individual turbidus leeches (see sidebar).

Turbidus leeches are one-foot long with slimy, segmented, brown bodies and a featureless head with a ring-shaped mouth filled with teeth.

Combat

A turbidus leech swarm seeks to surround as many creatures as possible and drain blood from them. Because of the swarm's evil alignment, it does not stop its attack when it is full, but continues to deal swarm damage.

Blood Drain (Ex): A turbidus leech swarm drains blood, dealing 2d4 points of Constitution damage to any creature whose space it occupies as part of its swarm damage. Once it has dealt a total of 16 points of Constitution damage (either combined among multiple targets or from a single one), it continues to attack the creature out of sheer malevolence and spite, though it deals no more Constitution damage and must digest its meal. If its victim dies before the turbidus leech swarm's appetite has been sated, the swarm detaches and seeks a new target.

Distraction (Ex): Any living creature that begins its turn with a turbidus leech swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A turbidus leech swarm has a +3 racial bonus to Survival checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims straight.

Hazard: Turbidus Leech

Turbidus Leech CR 3: Though the turbidus leeches pose a fatal risk in a swarm, even a single leech is capable of leading one to ruin, though not in a manner to be expected. When a single leech attaches itself to a living non-plant creature, the chemicals it secretes make the victim's mind malleable. The host creature takes a –4 penalty to all Will saves made while a turbidus leech is attached to it, as well as taking 1 point of Constitution damage a day (thus, the creature is effectively always missing 1 point of Constitution). In addition, any charm or compulsion effects cast upon a victim have a permanent duration so long as the turbidus leech remains attached. Spells cast later on the victim take priority over older ones should they contradict previous charm or compulsion spells. A creature with a turbidus leech attached to it feels compelled to do everything he can to hide the leech's presence from others. One may notice the presence of a turbidus leech through another's clothing by making a Spot check opposed by the host's Disguise check. The host gains a +12 bonus due to the small size of the leach, as well as a circumstance modifier equal to the armor bonus provided by any armor he may be wearing.

Swarm, Turbidus Leech

Hit Dice	12d10+18 (84 hp)
Initiative	+9
Speed	Swim 40 ft. (8 squares)
Armor Class	20 (+4 size, +6 Dex), touch 16, flat-footed 14
Base Attack/Grapple	+12/—
Attack	Swarm (3d6 plus blood drain)
Full Attack	Swarm (3d6 plus blood drain)
Space/Reach	10 ft. /0 ft.
Special Attacks	Blood drain, distraction, wounding
Special Qualities	Darkvision 60 ft., immune to weapon damage, swarm traits
Saves	Fort +9, Ref +13, Will +4
Abilities	Str 3, Dex 20, Con 12, Int 3, Wis 10, Cha 3
Skills	Survival +5, Swim +12
Feats	Improved Initiative, Toughness (2), Skill Focus (Survival, Swim)
Environment	Any warm aquatic
Organization	Solitary, school (2-4 swarms), or scourge (5-10 swarms)
Challenge Rating	10
Treasure	None
Alignment	Always chaotic evil
Advancement	None
Level Adjustment	—

Urkhan Worm, Juvenile & Adult

Juvenile Worm, Large Vermin/ Adult Worm, Huge Vermin

This creature looks like a huge earthworm fit with a riding harness, bearing a dwarf in leather mining gear. A lamp hangs from the saddle. The worm's body is brownish-white with pink lines defining the gaps between segments. It has no visible eyes or mouth.

Urkhan worms, or tractor worms, are enormous annelids bred in the dwarven kingdom of Thorbardin to pull wagons, dig tunnels, and till earth. Ordinarily placid, a worm is capable of causing a terrible wound from its bite if threatened.

The Urkhan worm looks like a massive earthworm, varying in color from dirty white to a dark



pinkish-brown. Although it has no visible eyes, it is capable of sensing both seismic movement and making out objects in the dark with extraordinary senses. The Urkhan worm also has a sphincter-like mouth, which is usually hidden from view but which can expand outwards when the creature is devouring rock and earth or lunging at an opponent.

Urkhan worms grow to over 30 feet in length and are 5 feet wide. Juvenile worms average 9 to 10 feet, and are used to turn earth in dwarven farm chambers. An adult worm can weigh several tons, while juveniles are only several hundred pounds.

Combat

An Urkhan worm will lash out at any creature that inflicts harm upon it or continues to get in the way of its tunneling or eating. The worm is a mindless creature driven only by instinct and by the goading of its dwarven handlers, it is not predisposed towards combat.

Trample (Ex): Reflex DC 23 (adult) or DC 17 (juvenile) half. The save DC is Strength-based.

Urkhan Worm, Juvenile

Hit Dice	8d8+48 (84 hp)
Initiative	-1
Speed	30 ft. (6 squares), burrow 20 ft.
Armor Class	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple	+6/+23
Attack	Bite +13 melee (2d6+13)
Full Attack	Bite +13 melee (2d6+13)
Space/Reach	15 ft. /10 ft. (bite 15 ft.)
Special Attacks	Trample 1d8+13
Special Qualities	Darkvision 60 ft, tremorsense 60 ft., vermin traits
Saves	Fort +12, Ref +1, Will +3
Abilities	Str 28, Dex 8, Con 22, Int –, Wis 12, Cha 8
Skills	—
Feats	Blind-Fight[B]
Environment	Underground
Organization	Solitary, pair or team (3-5 plus 1-6 juveniles)
Challenge Rating	6
Treasure	50% coins, no items, 50% goods
Alignment	Always neutral
Advancement	9-16 HD (Huge)
Level Adjustment	—

Urkhan Worm, Adult

Hit Dice	4d8+16 (34 hp)
Initiative	-1
Speed	20 ft. (4 squares), burrow 20 ft.
Armor Class	17 (-1 size, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple	+3/+12
Attack	Bite +7 melee (1d8+7)
Full Attack	Bite +7 melee (1d8+7)
Space/Reach	10 ft. /5 ft. (bite 10 ft.)
Special Attacks	Trample 1d6+7
Special Qualities	Darkvision 60 ft, tremorsense 60 ft., vermin traits
Saves	Fort +8, Ref +1, Will +2
Abilities	Str 20, Dex 10, Con 18, Int –, Wis 12, Cha 8
Skills	—
Feats	Blind-Fight[B]
Environment	Underground
Organization	Solitary, pair or team (3-8)
Challenge Rating	2
Treasure	None
Alignment	Always neutral
Advancement	5-7 HD (Large)
Level Adjustment	—

Whisper Spider

Huge Magical Beast



This huge spider is covered in fine black hairs. Two gray stripes run down its abdomen and eight bright-red, semi-intelligent eyes stare out from its head above large mandibles that drip foul fluid.

Whisper spiders are cunning and predatory, and large enough to prey on horses, livestock and the inhabitants of villages or farms.

A whisper spider resembles any other monstrous spider of its size, apart from its distinctive coloring and its intelligent behavior. A fully-grown whisper spider is over 15 feet long and weighs almost 900 pounds, living far longer than most spiders. They make their homes in hillside tunnels, burrows, or in dense forests and vegetation. Most disguise the entrances to their lairs with webbing and foliage.

Whisper spiders are somewhat intelligent and crafty, they can learn from their experiences. Many whisper spiders change their tactics and even the location of their lairs to adapt to new information. Although they are unable to communicate with living creatures, they can understand Common. Many adventurers are not prepared for a monstrous spider that has heard them talk amongst themselves and reacted accordingly.

Combat

Whisper spiders use traps, snares, webbing and misdirection to lure prey into a position where they can snare them. A whisper spider typically tries to isolate an individual target, almost never facing off against multiple opponents unless it has other whisper spiders with it. When an opponent is snared, the spider immediately moves in to inject them with poison. Whisper spider poison sends its victims into a senseless stupor, unable to tell where they are or remain alert. This gives the whisper spider time needed to adjust to changes in circumstances or new opponents.

If outnumbered, a whisper spider will flee by jumping to a higher elevation or laying down a quick sheet of sticky webbing to hamper pursuers. It then circles around to attack again, ambushing stragglers or weaker members of the group.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Wis, secondary damage 2d6 Wis. The save DC is Constitution-based and includes a +2 racial bonus.

Sneak Attack (Ex): Any time a whisper spider's opponent is denied his Dexterity bonus to AC, or if a whisper spider flanks its opponent, it deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Web (Ex): A whisper spider can throw a web eight times a day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size.

An entangled creature can escape with a DC 16 Escape Artist check or burst it with a DC 20 Strength check. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.

Whisper spiders can also create sheets of sticky webbing from 5 to 60 feet square. They can position these sheets to snare flying creatures or to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check or become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points and damage reduction of 5/–.

Whisper spiders are also adept at fashioning their webs into flimsy shapes that enable them to trick opponents. These shapes include false spiders, banners, twisting loops, and other useful distractions. A whisper spider who uses its webbing in this manner gains a +4 circumstance bonus to Bluff checks when feinting in combat.

A whisper spider can move across its own web at its climb speed and pinpoint the location of any creature touching its web.

Tremorsense (Ex): A whisper spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with its web.

Feats: Whisper spiders gain the Improved Feint feat as a bonus feat, even though they do not meet the standard requirements.

Skills: Whisper spiders have a +8 racial bonus on Hide and Move Silently checks, which increases to +10 when they are in their webs. They have a +8 racial bonus on Climb and Jump checks and can always choose to take 10 on Climb checks even when rushed or threatened.

Whisper Spider

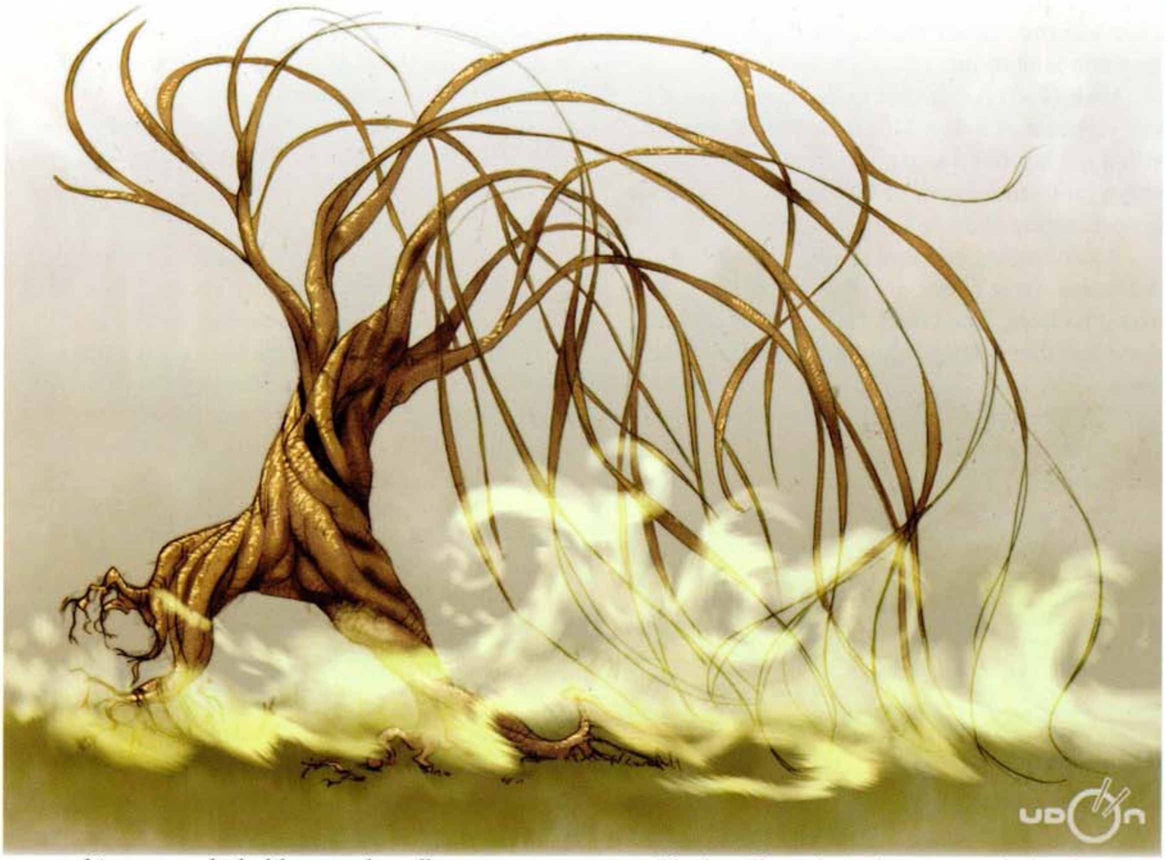
Hit Dice	8d10+16 (60 hp)
Initiative	+3
Speed	30 ft. (6 squares), climb 20 ft.
Armor Class	17 (-2 size, +4 Dex, +5 natural), touch 12, flat-footed 13
Base Attack/Grapple	+6/+16
Attack	Bite +12 melee (2d6+7 plus poison)
Full Attack	Bite +12 melee (2d6+7 plus poison)
Space/Reach	15 ft. /10 ft.
Special Attacks	Poison, sneak attack, web
Special Qualities	Darkvision 60 ft., tremorsense 60 ft.
Saves	Fort +8, Ref +10, Will +3
Abilities	Str 21, Dex 19, Con 14, Int 7, Wis 12, Cha 7
Skills	Bluff +1 (+5 feint), Climb +15, Hide +6 (+8 in webs), Jump +13, Listen +3, Move Silently +12 (+14 in webs), Spot +5, Survival +2
Feats	Alertness, Combat Reflexes, Improved FeintB, Weapon Focus (bite)
Environment	Warm or temperate hills and forest
Organization	Solitary or colony (2-5)
Challenge Rating	6
Treasure	Standard
Alignment	Always chaotic evil
Advancement	9-15 HD (Huge)
Level Adjustment	—

4. Magical Creatures of Krynn

Some creatures have the innate ability to tap into the magical forces of Krynn, while others are creatures altered by magic and given strange abilities. Regardless of their origin, the magical creatures of Krynn are often underestimated, as many first assume they share the same traits as their mundane counterparts.

Black Willow

Huge Plant



This creature looks like an ugly willow tree covered in brownish-green bark. Its branches hang down, some moving naturally in the wind, while others seem to move of their own accord.

Black willows are malevolent plant creatures that thrive on the wanton killing of hapless wandering creatures.

Black willows stand 20 feet tall, and their trunks are five feet in diameter. Their coloration ranges anywhere from a sickly green to a dark brown to pitch black. The bark of a black willow is always gnarled and its branches also serve as tendrils used to capture its prey. Black willows digest food inside a cavity containing greenish-yellow digestive juices. The plants are able to see and hear despite having no discernable sensory organs. Black willows can move by uprooting themselves and moving slowly on stubby legs that can close together to look like the trunk of a tree.

Black willows have been recorded in history books since the first passage of the Graygem across Krynn. It has struck many as odd that the Graygem wreaked such havoc among willows when it left most other plant-life relatively unscathed. Some disagree with the connection made between the passage of the Graygem and the existence of black willows, often citing texts that refer to a dark druid named Fheira, a woman with a consummate passion for performing magical experiments on plant life.

Black willows have no speech apparatus, but can understand Common, Sylvan and Elven, as well as any other languages commonly found in surrounding territories.

Combat

A black willow prefers to attack creatures that have fallen prey to its sleep aura and constrict them with four tendrils simultaneously. When

faced with numerous opponents, a black willow will unseal its trunk and swallow a single opponent so that it can use all of its resources to deal with the others. If three quarters of its tendrils have been severed, a black willow will refrain from grappling with any creature.

Black Willow

Hit Dice	16d8+112 (184 hp)
Initiative	+0
Speed	10 ft. (2 squares)
Armor Class	28 (-2 size, +20 natural), touch 8, flat-footed 28
Base Attack/Grapple	+12/+26
Attack	Tendril +17 melee (1d6+6)
Full Attack	12 tendrils +17 melee (1d6+6)
Space/Reach	15 ft. /15 ft.
Special Attacks	Constrict, improved grab, sleep aura, swallow whole
Special Qualities	Damage reduction 15/slashing, immunity to electricity and fire, plant traits
Saves	Fort +17, Ref +5, Will +5
Abilities	Str 23, Dex 10, Con 24, Int 10, Wis 11, Cha 17
Skills	Hide +10*, Listen +7, Sense Motive +5, Spot +14, Survival +6
Feats	Ability Focus (sleep aura), Alertness, Cleave, Improved Sunder, Power Attack, Weapon Focus (Tendril)
Environment	Warm forests
Organization	Solitary or grove (2-5)
Challenge Rating	13
Treasure	Standard
Alignment	Always chaotic evil
Advancement	17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment	–

Constrict (Ex): A black willow deals 1d8+9 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a black willow must hit a Large or smaller creature with its tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A black willow may constrict a single foe with up to four tendrils at a time, making the grapple check for each individual tendril. A creature may cut itself free of a single tendril with a light slashing or piercing weapon by dealing 10 points of damage to the tendril in question (AC 15). Any tendrils that have been severed in such a manner are subtracted from the total number of tendrils that a black willow can use. All tendrils grow back within a week.

Sleep Aura (Su): All creatures within 30 feet of a black willow must succeed at a DC 23 Will save or be affected as if by a sleep spell at caster level 15. Unlike the spell, the black willow's aura can affect up to a number of Hit Dice equal to its own. Creatures that succeed at their saving throw are fatigued for four rounds. A creature that succeeds its saving throw cannot be affected by the same black willow's sleep aura for 24 hours. The save DC is Charisma-based.

Swallow Whole/Paralysis (Ex): A black willow can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 25 Fortitude save or be paralyzed for 3d6 rounds by the black willow's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

Because the plant seals itself upon swallowing a creature, a swallowed creature that avoids paralysis can only exit by cutting its way out by using a light slashing or piercing weapon to deal 25 points of damage to the black willow's interior (AC 20). Once the creature exits, the plant seals the hole; another swallowed opponent must cut its own way out.

A Huge black willow's interior can hold 2 Large, 8 Medium, 32 small, 128 Tiny, or 512 Diminutive or smaller creatures.

Skills: *A black willow gains a +10 competence bonus to Hide checks when in a forested area.

Bloodrager



Driven feral by the unholy disease coursing through their bodies, these wild creatures truly represent the darker side of nature. These animals are driven by rage and ferocity to hunt down and slaughter any living creature that crosses their path.

Bloodragers are living creatures that have been infected by a contagious disease, known as the *blood-fury*. The disease resembles rabies in many ways, making the creature rabid and feral, but the disease also mutates them into terrifying beasts of destruction and death.

Many believe that bloodragers are agents of Morgion, the god of disease, who has purposely infected these animals so as to spread disease and chaos throughout the forest realms of Chislev and Habbakuk.

Sample Bloodrager

The creature resembles a massive wolf, easily the size of a small pony, with black fur liberally streaked with glistening trails of crimson. Its fangs are bared in a snarl, blood-flecked foam dripping from its mouth as it snarls in rage. Its eyes glow with scarlet fury as it prepares to attack.

Here is an example of the bloodrager that uses a dire wolf as the base creature.

Combat

Dire wolf bloodragers prefer to attack in packs, surrounding and flanking a foe when they can.

The Fortitude saving throw against the bloodrager dire wolf's blood-fury is DC 18.

A bloodrager's natural weapons are considered magic weapons for the purpose of overcoming damage reduction.

Trip (Ex): A bloodrager dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the bloodrager dire wolf.

Skills: A bloodrager dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Creating a Bloodrager

"Bloodrager" is an acquired template that can be added to any animal, magical beast, or vermin (referred to hereafter as the base creature).

Bloodrager Dire Wolf, Large Magical Beast (Augmented Animal)

Hit Dice	6d8+30 (57 hp)
Initiative	+2
Speed	60 ft. (10 squares)
Armor Class	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple	+4/+17
Attack	Bite +13 melee (2d6+12)
Full Attack	Bite +13 melee (2d6+12)
Space/Reach	10 ft./5 ft.
Special Attacks	Blood-fury, rage, trip
Special Qualities	Damage reduction 5/magic, immunity to disease and poison, darkvision 60 ft., low-light vision, scent
Saves	Fort +8, Ref +7, Will +6
Abilities	Str 29, Dex 15, Con 21, Int 2, Wis 10, Cha 10
Skills	Hide +0, Listen +6, Move Silently +4, Spot +6, Survival +1*
Feats	Alertness, Run, Track[B], Weapon Focus (bite)
Environment	Temperate forest
Organization	Solitary or pack (5-8)
Challenge Rating	4
Treasure	None
Alignment	Always neutral evil
Advancement	7-18 HD (Large)
Level Adjustment	—

A bloodrager uses all the base creature's statistics and special abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type and size are unchanged.

Speed: The bloodrager's base speed increases by 10 feet. This is added to all forms of movement the bloodrager possesses.

Armor Class: The bloodrager's natural armor bonus increases by +3.

Damage: The bloodrager's natural weapon damage increases by one step. Use the Damage Increase table to calculate adjusted damage.

Damage Increase

Old Damage	Adjusted Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
2d6	2d8
2d8	4d6
4d6	4d8

Special Attacks: A bloodrager creature retains all the special attacks of the base creature and also gains the following special attack.

Blood-Fury (Su): A bloodrager's natural attacks can confer a supernatural disease known as blood-fury. The blood-fury has a different effect, depending upon the creature it attacks.

Attacks against aberrations, dragons, fey, giants, humanoids, or monstrous humanoids (any living creature, that is not an animal, magical beast, or vermin, and that can be affected by disease): Injury, Fortitude DC equal to 10 + 1/2 bloodrager's HD + bloodrager's Con modifier, incubation period 1d3 days, damage 1d3 Con and 1d3 Wis.

Against animals, magical beasts, and vermin, if they fail their initial Fortitude saving throw, they will transform into a bloodrager (acquiring the bloodrager template) within 1d3 days, unless they are treated with a *cure disease* or similar effect. Once the transformation is complete, it cannot be reversed by any spell or effect less than *heal, limited wish, miracle,* or *wish* spell.

Rage (Ex): Once injured, the bloodrager enters a frenzy, receiving a +2 morale bonus to Strength and Con, +1 morale bonus on Will saves, and a –2 penalty on AC. The frenzy lasts for a number of rounds equal to 3 plus the creature's (newly improved) Constitution modifier. A bloodrager cannot voluntarily end its rage early.

Special Qualities: A bloodrager retains all the special qualities of the base creature and also gains the following.

- Damage reduction 5/magic. A bloodrager's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Darkvision out to 60 feet.
- Immunity to disease and poison

Abilities: Same as the base creature as follows, but with the following modifiers: Str +4, Con +4, Wis -2

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always evil

Level Adjustment: As base creature +2.

Dark Thrall of Onysablet



The dark thralls are twisted, diseased minions of the great black dragon Onysablet. Known all across Ansalon for her perverted interest in magical experiments, Sable's swamp is host to a horde of unnatural creatures created by the Black for the sheer sake of sating her curiosity. Her dark thralls arose when the dragon decided to try and create an alternate method for creating spawn; one that did not require the constant use of magic to propagate the transformation. Turning to magical experimentation, Sable decided to create a highly infectious disease that would accomplish this goal.

The experiment failed in that Sable was unable to create any magical disease that would carry on the spawning. The Black did, however, succeed in creating a completely new and different form of servant. Called the dark thralls, these creatures were once male humans, elves, or ogres who were twisted into foul mockeries of their former selves; their skin became a dark coal gray, their eyes lost all color, and talons sprang from their fingers. Sable quickly found out that this disease was limited to this small segment of the population, and that even crossbreeds of such creatures such as half-elves and half-ogres were immune to its effects.

Sable posted her dark thralls on various intersections along the borders of her realm, using them as a deterrent to ward off adventurers. At any given time, a plague of dark thralls has one "master" thrall with a few abilities beyond those possessed by the others, which are in turn called "servitor thralls."

Sample Dark Thrall

This creature resembles a disheveled male elf with black-gray skin. His mad eyes are a milky white color. His fingers are long and twisted into razor sharp claws.

This sample uses a 1st-level Silvanesti elf warrior as the base creature.

Combat

Dark thralls of Onysablet usually fight in packs, swarming around their enemies and tearing at them with their claws in the hopes of spreading the fall thrall fever. They fight without any regard for their own life or well being, although if a stealthier alternative to infecting enemies presents itself, the thralls will not hesitate to take it.

* The Fortitude save for this dark thrall's disease has a DC of 13.

Silvanesti Traits (Ex): Immune to sleep spells and effects, +2 on saves against enchantment effects, +1 racial bonus on Knowledge (arcane) and Spellcraft checks, +2 racial bonus on Listen, Search, and Spot checks.

Creating a Dark Thrall of Onysablet

"Dark Thrall of Onysablet" is an acquired template that can be added to any male human, elf, or ogre.

A dark thrall of Onysablet uses all the base creature's statistics and abilities except as noted .

Armor Class: Natural armor improves by +2.

Attack: A dark thrall gains two claw attacks as its primary natural weapons.

Full Attack: Dark thralls prefer to use their claw attacks instead of arming themselves with weapons, as this allows them to spread the foul disease that creates more dark thralls.

Damage: Humans and elves turned into dark thralls deal 1d6 + Strength modifier in damage with their claw attacks, and ogres deal 1d8 + Strength modifier. All claw attacks expose their victims to the dark thrall's disease.

Special Attacks: A dark thrall retains all the special attacks of the base creature and gains the following special abilitiy:

Females and Dark Thrall Fever

Although the female members of the three races affected by thrall fever are immune to its transformational effects, the disease can still exact a heavy toll on them. Any female elf, human, or ogre, who contracts the disease ignores the standard rules for infection, and cannot pass the disease on to anyone else. Should she become pregnant, however, the disease causes the fetus to mutate horribly, and approximately 5 months into the pregnancy a 2-ft. long barbed worm bursts from her womb, dealing 4d6 points of permanent Constitution damage. This worm is otherwise completely harmless to others, and is unable to find nourishment once outside of its "mother's" body, dying within a few days unless somehow preserved.

Dark Thrall of Onysablet, 1st-Level Silvanesti Warrior, Medium Humanoid (Elf)

Hit Dice	1d8+6 (10 hp)	Abilities	Str 10, Dex 18, Con 15, Int 12, Wis 12, Cha 11
Initiative	+3	Skills	Climb +4, Knowledge (arcane) +2, Listen +3, Intimidate +4, Search +3, Spellcraft +2, Spot +3, Swim +4
Speed	30 ft. (6 squares)	Feats	Toughness
Armor Class	17 (+4 Dex, +2 natural, +1 leather), touch 14, flat-footed 13	Environment	New Swamp
Base Attack/Grapple	+1/+1	Organization	Solitary, pack (2-10) or plague (11-30)
Attack	Claw +1 melee (1d6 plus disease)	Challenge Rating	2
Full Attack	2 claws weapons +1 melee (1d6 plus disease)	Treasure	Standard
Space/Reach	5 ft. /5 ft.	Alignment	Always chaotic evil
Special Attacks	Disease	Advancement	By character class
Special Qualities	Darkvision 60 ft., limited telepathy, low-light vision, resistance to acid 10, Silvanesti traits	Level Adjustment	+3
Saves	Fort +4, Ref +4, Will +1		

- **Disease (Su):** A creature struck by a dark thrall's claw attack must succeed on a Fortitude save with a DC equal to 10 + 1/2 dark thrall's hit dice + dark thrall's Con modifier or be struck with a disease known as Thrall Fever. The disease has an incubation time of two weeks, during which any elf, human, or ogre exposed to a carrier can contract it as an inhaled disease. At the end of this period, any male creature that has contracted the disease must succeed at another saving throw or automatically transform into a dark thrall of Onysablet. To eliminate thrall fever, the disease can be cured with remove disease (requiring a DC 15 caster level check) or heal. Creatures already transformed cannot be changed back short of spells such as limited wish, wish, and miracle.

Special Qualities: A dark thrall retains all the special qualities of the base creature and gains the following special qualities:

- Darkvision out to 60 ft.
- Resistance to acid 10
- Limited Telepathy (Su): All dark thralls within 100 feet of each other are able to share sensations and perceptions with one another. This gives them something of a hive mind, thus if one dark thrall in a group (within range of the others' limited telepathy) is not flat-footed, then none of them are. No dark thrall in a group is considered flanked unless all of them are.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +2.

Environment: New Swamp

Organization: Solitary, pack (2-10) or plague (11-30)

Challenge Rating: As the base creature +2

Alignment: Always chaotic evil

Level Adjustment: +3

Master Thralls

Master thralls have all the same abilities as regular dark thralls of Onysablet, save that the black dragon can directly issue telepathic orders to any master thrall within the boundaries of New Swamp. The master thralls can also similarly issue telepathic orders to any dark thrall within one mile of them. Master thralls are typically the initial carriers of thrall fever–those infected directly by Sable and later released to spread the disease. Should a master thrall die, the first servitor thrall that it infected–or whichever has been infected the longest–gains the abilities of a master thrall. Unlike standard thralls, master thralls can never be reverted to their normal forms.

Forestmaster



Forestmasters are noble creatures appointed by Chislev to proctor to a forest or other stretch of land. Though the name would indicate that such creatures can only be found within sylvan areas, nothing could be further from the truth. To Chislev the forest isn't the only natural environment that is worth preserving. Forestmasters can be found from the hottest deserts to the very reaches of Icewall. Usually, these beings go by more appropriate names (tundramaster, desertmaster, etc) but are still typically grouped with forestmasters for the similarities in abilities that they have been granted.

Forestmasters know Sylvan in addition to any other languages they may have once known.

Forestmaster of Darken Wood

The Forestmaster of Darken Wood is the most famed creature of her position throughout Ansalon due to her encounter with the Heroes of the Lance during their escape from Solace. Her subsequent encounter with Caramon Majere and his daughter Dezra many years later helped rid the wood of the skorenoi. Because of this widespread renown in many a bard's tale, it is not uncommon to hear one use her title in place of a true name.

Chislev first chose the Forestmaster for her task during the Age of Might, when the unicorn battled ruthless poachers and received fatal wounds in the process. Touched by the creature's sacrifice, Chislev saw that the unicorn would make an ideal charge and healed the creature. She then gave the unicorn the choice to take on the mantle of Forestmaster.

It didn't take long before the Forestmaster of Darkenwood lost her zeal for interfering in mortal affairs, and ended up caring only for the fate of her forest, a mindset that eventually settles on all Forestmasters.

Combat

The Forestmaster of Darken Wood prefers not to engage in combat, but when pressed she will first utilize the abilities unicorns are known for, relying on her spells only when no other options have presented themselves or when her foes begin to gain the upper hand.

Spell-Like Abilities: At will–*detect evil* (always a free action), *bless, sleep* (DC 20); 3/day–*cure light wounds* (caster level 5th), heal; 1/day–*cure moderate wounds* (caster level 5th), *neutralize poison* (DC 23). Once per day, the Forestmaster can use *greater teleport* anywhere within the Darken Wood, but cannot use this ability to leave or enter the Wood. The save DCs are Charisma-based.

Spells: The Forestmaster casts divine spells as an 8th-level druid.

Typical Druid Spells Prepared (6/6/5/5/3, Save DC 17+spell level): 0–*detect magic* (2), *guidance, know direction, resistance* (2); 1st–*faerie fire, jump, obscuring mist* (2), *speak with animals* (2); 2nd–*animal messenger, bear's endurance, flaming sphere, gust of wind, soften earth and stone*; 3rd–*call lightning, cure moderate wounds* (3), *plant growth*; 4th–*command plants, dispel magic, reincarnate.*

Trackless Step (Ex): This ability works like the druid's trackless step class feature.

The Forestmaster of Darken Wood, Forestmaster
Advanced Unicorn Large Magical Beast

Hit Dice	8d10+56 (100 hp)
Initiative	+4
Speed	70 ft. (14 squares)
Armor Class	22 (-1 size, +4 Dex, +9 natural), touch 13, flat-footed 18
Base Attack/Grapple	+8/+18
Attack	Horn +16 melee (1d8+9)
Full Attack	Horn +16 melee (1d8+9) and 2 hooves +11 (1d4+3)
Space/Reach	10 ft. /5 ft.
Special Attacks	Death throes, spell-like abilities, spells
Special Qualities	Aura of clam, damage reduction 10/cold iron, darkvision 60 ft., magic circle against evil, immunity to poison, charm, and compulsion, low-light vision, scent, trackless step, wild empathy
Saves	Fort +13, Ref +10, Will +9
Abilities	Str 22, Dex 19, Con 24, Int 14, Wis 25, Cha 28
Skills	Concentration +13, Jump +22 , Knowledge (local) +12, Knowledge (nature) +14, Listen +9, Move Silently +11, Spellcraft +12, Spot +9, Survival +10 (+12 aboveground)*
Feats	Alertness, Multiattack, Skill Focus (Survival)
Environment	Darken Wood
Organization	Solitary
Challenge Rating	7
Treasure	None
Alignment	Neutral
Advancement	By character class
Level Adjustment	—

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the Forestmaster has a +10 racial bonus on the check.

Creating a Forestmaster

"Forestmaster" is an acquired template that can be added to any magical beast or awakened animal with Intelligence and Wisdom scores of 10 or greater.

A Forestmaster uses all the base creature's statistics and special abilities except as noted here.

Speed: All natural forms of movement increase by 10 feet.

Armor Class: Natural armor improves by +3.

Special Attacks: A Forestmaster retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 Forestmaster's HD + Forestmaster's Cha modifier unless noted otherwise.

- **Death Throes (Ex):** When a Forestmaster dies, the very land around it feels the wound and creatures within 30 feet automatically take 5d6 points of divine damage, causing most normal plants to wither and die.
- **Spell-like Abilities:** A Forestmaster gains the following spell-like abilities: at will–*bless, shield of faith, sleep*; 3/day–*heal.* These spells are cast at a level equal to the forestmaster's Hit Dice.
- **Spells:** A forestmaster gains the ability to cast spells as a druid of a level equal to its Hit Dice.

Special Qualities: A forestmaster retains all the special qualities of the base creature and gains those described below:

- **Aura of Calm (Su):** A forestmaster radiates an aura of calm out to a distance of 30 feet. All animals within this aura gain an immunity to fear and a +2 bonus to all saving throws made against spells.
- **Damage Reduction:** 10/cold iron. This damage reduction replaces that possessed by the base creature, if any.
- **Trackless step (Ex):** This ability works like the druid's trackless step class feature.
- **Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a forestmaster has a +4 racial bonus. If the base creature already possesses

the wild empathy ability, its preexisting racial bonus is improved by +4.

Abilities: Increase from the base creature as follows: Str +2, Con +2, Int +4, Wis +4, Cha +4.

Environment: Any.

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral.

Level Adjustment: –

Kani Doll

Diminutive Construct (Evil)



This is a crudely formed doll made of badly sewn cloth and stuffed with hay. It is dressed in worn and ragged peasant clothing with wooden buttons and boots. Despite its otherwise fabricated appearance the doll has a mouth full of sharp teeth and possesses a wicked-looking expression of malice.

The kani doll is a popular charm and children's toy throughout rural and primitive communities across Ansalon. Hedge wizards, creating a kind of beneficial totem, imbue some with minor magic but occasionally this process is tainted by the influence of dark, evil forces, and the harmless toy is transformed into a sadistic, cruel, and wicked murderer.

A kani doll can look like any child's doll, from a stuffed animal carefully sewn with feathers or fur, to a miniature cloth or wooden figurine with the appearance of a baby. The appearance of the kani doll usually conforms to the beneficial association or charm the doll is intended to provide. In the case of kani dolls possessed by evil spirits, the appearance is a darker reflection. Most gain pointed teeth and malicious grins.

The statistics provided are suitable for the majority of kani dolls. Some few kani dolls possess a limited flight speed, especially those designed in the semblance of birds. For the most part, however, their appearances are completely cosmetic.

Kani Doll Type	Ability Damage
Bear	Constitution
Bull	Strength
Cat	Dexterity
Eagle	Charisma
Elephant	Wisdom
Fox	Intelligence
Human	Intelligence
Lion	Charisma
Owl	Wisdom
Rabbit	Dexterity
Tiger	Strength
Turtle	Constitution

Kani dolls are usually between 6 to 10 inches in length. They weigh less than a pound.

Kani dolls can speak the language of their creator as well as Common, but they usually only do so when their true natures have been revealed.

Combat

Kani dolls prefer to lie in wait, pretending to be inanimate toys until they are alone with their victim or it is dark. They usually leap upon the victim and try to maintain a hold, delivering a debilitating bite.

Ability Damage (Su): Kani dolls are too weak to deal any serious damage with their bites, but they are feared for their ability to literally chew away at the spirit and life-force of their victims. A kani doll's bite attack delivers 1 point of ability damage with a successful hit or each round it remains attached to the victim. The ability

Kani Doll Charms

Beneficial kani dolls have been used since the early days of nomadic peoples on Ansalon to protect children and ward off evil. The practice fell into decline in the Age of Might as more and more kani dolls created were inhabited by evil spirits, but some tribes of nomads or rural communities still craft them. One in every ten kani doll charms becomes the home of an evil spirit and must immediately be destroyed lest it attack its creator and anybody else it encounters.

A kani doll only provides its benefits to children (defined as immature or pre-adolescent members of any given race). It grants a +2 enhancement bonus to a specified ability score as long as they are in the possession of the child. In addition, once per day or whenever the child is asleep, a kani doll grants a protection from evil effect on the child so long as the doll is in the child's possession. Moderate abjuration and transmutation; CL 3rd; Craft Wondrous Item, *protection from evil, bear's endurance* (bear, turtle) or *bull's strength* (bull, tiger) or *eagle's splendor* (eagle, lion) or *cat's grace* (cat, rabbit) or *owl's wisdom* (elephant, owl) or *fox's cunning* (fox, human); Cost 3000 stl; Price 3000 stl.

Kani Doll

Hit Dice	2d10 (11 hp)
Initiative	+3
Speed	20 ft. (4 squares)
Armor Class	19 (+4 size, +3 Dex, +2 natural), touch 17, flat-footed 16
Base Attack/Grapple	+1/-16 (+0 if attached)
Attack	Bite +8 melee (1 point ability damage)
Full Attack	Bite +8 melee (1 point ability damage)
Space/Reach	1 ft. /0 ft.
Special Attacks	Ability damage, attach
Special Qualities	Darkvision 60 ft., low-light vision, scamper
Saves	Fort +0, Ref +3, Will +0
Abilities	Str 1, Dex 16, Con —, Int 6, Wis 10, Cha 3
Skills	Hide +16, Jump +10, Move Silently +6
Feats	Weapon Finesse
Environment	Any
Organization	Solitary or horde (2-20)
Challenge Rating	1
Treasure	None
Alignment	Always chaotic evil
Advancement	—
Level Adjustment	—

affected depends on the nature of the doll (see sidebar).

Attach (Ex): Kani dolls establish a surprisingly firm hold on their victims. To use this ability, the kani doll must first succeed on a bite attack. It is then effectively grappling with its victim. The kani doll loses its Dexterity bonus to AC and has an AC of 16, but holds on with great tenacity. Kani dolls have a +16 racial bonus on grapple checks (already figured into the Attack/Grapple entry above). A kani doll continues to deal ability score damage every round that it remains attached.

An attached kani doll can be struck with a weapon or grappled itself. To remove an attached kani doll through grappling, the opponent must achieve a pin against the kani doll.

Scamper (Ex): Kani dolls are capable of bursts of speed. 3 times a day, the kani doll can double its base speed to 40 feet for one round.

Skills: Kani dolls have a +6 racial bonus to Jump checks. A kani doll uses its Dexterity modifier instead of its Strength modifier when making Jump checks.

Construction

An evil kani doll is crafted from simple materials, such as straw, cloth, and paint. The materials cost 10 stl. Creating the doll requires a DC 12 Craft check, the exact nature of the craft dependent on the doll (sewing for a rag doll, carpentry for a wooden doll, pottery for a ceramic doll). After the doll is created, it is animated through an extended ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 stl to establish. If the creator is

personally crafting the doll, the doll's crafting and the ritual can be performed simultaneously.

A kani doll with more than 2 HD can be created, but each additional Hit Die adds +2000 stl to the cost to create.

These instructions are for deliberately creating an evil kani doll that will serve its creator. Kani dolls that become malicious on their own accord usually seek to destroy their creator and arise in the standard charm making process (see sidebar).

Craft Construct (see **D20 SYSTEM CORE RULES**), *chill touch, haste, lesser planar binding, mending*, caster must be at least 7th level; Price – (never sold); Cost 1010 stl + 41 xp.

Magori

Large Aberration (Aquatic, Chaotic, Extraplanar)



This hideous bipedal creature resembles a ten-foot-tall crayfish with a bundle of five alien red eyes on stalks, and a long flexible snout filled with many jagged rows of fangs. It carries a sickle in its three-fingered hands.

Magori are crab-like creatures that know only hate, and live to destroy sentient life. They first appeared during the Chaos War, launching an assault on the Blood Sea Isles.

A magori looks like an ogre-sized humanoid crustacean, with a reddish-orange carapace. It is capable of using tools and weapons, crafted specifically for use with its crab-like claws and bizarre physiognomy. Little is known about how the asexual magori spread their numbers, though a popular theory is that once every five years all adults return to the Blood Sea and release an egg sac that will eventually give life to five exact duplicates of the creature in question.

The magori were originally under the guidance of another creation of Chaos known as the Coil, who magically augmented the duration of their *obscuring mist* ability and caused it to carry the disease known as coil wrack. The magori have since scattered and make their own wayward paths throughout Krynn's undersea world, a bane to Dargonesti and Dimernesti.

Magori speak no languages, but understand Common and Infernal.

Combat

Magori are fearless but cunning creatures. Once the circumstances give them the slightest advantage, they leap into the fray, regardless of their own safety. A magori will first use its *obscuring mist* ability to gain concealment for itself and take advantage of its heightened blindsense to attack opponents, preferring to strike a creature down with its coral-formed weapons (usually sickles, but often any type of large-sized simple weapons). A group of magori typically uses this tactic to create a large fog bank that encompasses an entire area, effectively making the combat ground much more difficult for their foes. A magori will also utilize its bite whenever possible.

Acid Blood (Ex): Whenever an opponent within 5 feet of the magori deals damage to it with a slashing or piercing weapon, he must make a Reflex DC 17 save or take 2d4 points of acid damage as the magori's blood splatters him. Success negates all damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a magori must hit with both its claws. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and bites.

Keen Touch (Su): Any weapon used by a magori becomes a keen weapon, and thus has its critical threat range doubled for as long as the magori is using it. This ability affects magical and nonmagical weapons alike. This ability does not stack with weapons that already possess the keen quality.

***Obscuring Mist* (Sp):** 1/hour–As the spell. Caster level 10th.

Poison (Ex): Injury, Fortitude; DC 19, initial and secondary damage 2d6 Con. The save DC is Constitution based.

Smite Law (Su): This continuous ability works much like a paladin's smite evil ability,

Magori

Hit Dice	8d8+24 (60 hp)	Abilities	Str 20, Dex 16, Con 17, Int 12, Wis 14, Cha 16
Initiative	+3	Skills	Hide +14, Intimidate +14, Listen +7, Spot +8, Swim +24
Speed	20 ft. (4 squares), swim 60 ft.	Feats	Ability Focus (poison), Great Fortitude, Multiattack
Armor Class	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19	Environment	Any aquatic
Base Attack/Grapple	+6/+15	Organization	Solitary, school (2-5), or pod (10-30)
Attack	Claw +10 melee (1d6+5) or Sickle +10 melee (1d8+5/19-20)	Challenge Rating	9
Full Attack	2 claws +10 melee and bite +8 melee (1d4+5 plus poison) or sickle +10/+5 melee · (1d8+5/19-20) or sickle +10 melee (1d8+5/19-20 X2) and bite +8 (1d4+5 plus poison)	Treasure	None
Space/Reach	10 ft. /10 ft.	Alignment	Always chaotic evil
Special Attacks	Acid blood, improved grab, keen touch, obscuring mist, poison, smite law	Advancement	9-18 HD (Large)
Special Qualities	Blindsense, darkvision 60 ft., fire aversion	Level Adjustment	+6
Saves	Fort +7, Ref +5, Will +8		

except its effects work against lawful creatures. Whenever a magori strikes a lawful creature, it adds its Charisma bonus to its attack bonus, and deals an additional point of damage per Hit Die.

Amphibious (Ex): Magori breathe underwater, but can survive on land indefinitely.

Blindsense (Ex): Magori can pinpoint creatures within a distance of 60 feet. In addition to the usual abilities provided by blindsense, a magori is able to ignore 20% of the miss chance provided by concealment due to fog, smoke, rain, or similar effects. Thus, an opponent with concealment provided by the above is completely vulnerable to a magori's attacks, while one that has total concealment is only protected by a 30% miss chance.

Fire Aversion (Ex): When in the presence of large open flames, a magori takes a –2 morale penalty to all attacks and saving throws.

Magori and the Invasion of the Blood Sea Isles

During the Chaos War, the obscuring mist ability of the Magori was slightly enhanced. The duration of the fog produced by each use of the spell-like ability was extended to last 1 day per level, and the cloud of fog, usually a 20 foot spread, increased to a 60 foot spread. With thousands of magori utilizing this ability, over the course of a few days they produced enough fog to cover all of Mithas and Kothas.

In addition to this extended duration, the fog also carried with it a disease known as Coil Cough (Inhaled; DC 16; Incubation 1 day; Damage 1d4 Con; Every time the victim takes 2 points of damage, he must make another Fortitude save or fall unconscious.) The symptoms of this disease include a persistent, wracking cough, followed by unconsciousness and eventually death.

Proto-Creature



Throughout Krynn's history there have been many experiments in creating or modifying life, conducted not only by renegade wizards and high ogres but also by agents of the gods. The draconians, dragonspawn, and even the archmage Raistlin's Live Ones are all examples of this magical research. With any experiment, however, there are always the prototypes and the failed attempts, some of which endured even beyond their creator to spread their misshapen kind.

Proto-creatures are the result of these early experiments, and are cruder versions of their successors. Proto-creatures may also represent an attempt to create a creature from scratch to simulate existing life. Because of their abandonment, unfinished development, or inherent flaws, proto-creatures are usually dangerously unstable or mad.

Sample Proto-Creature

This brass-scaled, wingless dragon-man stands tall and broad with a long tail. It face is marked by a long, dragon-like snout and its mouth is full of razor-sharp teeth. Its eyes gleam with fury and barely-contained madness.

This example uses a baaz draconian as the base creature.

Proto-Baaz Draconian (Traag)

MEDIUM DRAGON

Proto-creature draconians such as the one described here represent early attempts by the followers of Takhisis to create servants from good dragon eggs. Traags, as the proto-baaz are known, are unreliable and mercurial in temperament, and do not have all the qualities that would later emerge in the more common draconians. Other proto-draconians are possible, such as the sesk, which is a proto-sivak draconian.

Takhisis had most of these early failures sent to other lands beyond Ansalon, where they remain in sizeable numbers as mercenaries, shock troops and guards.

Combat

Proto-creatures are notoriously reckless in battle, although their mood swings and incomplete per-

Proto-Baaz Draconian (Traag), Medium Dragon

Hit Dice	2d12+7 (20 hp)
Initiative	+0
Speed	30 ft. (6 squares)
Armor Class	19 (+6 natural, +3 hide armor), touch 10, flat-footed 19
Base Attack/Grapple	+2/+4
Attack	Claw +4 melee (1d4+1), or bastard sword +4 melee (1d10+3/19-20)
Full Attack	2 claws +4 melee (1d4+1) and bite -1 melee (1d3+2), or bastard sword +4 melee (1d10+3/19-20) and bite -1 melee (1d3+2)
Space/Reach	5 ft. /5 ft.
Special Attacks	Rage
Special Qualities	Draconian traits, instability, madness
Saves	Fort +5, Ref +3, Will +1
Abilities	Str 15, Dex 11, Con 15, Int 6, Wis 8, Cha 6
Skills	Bluff +3, Disguise +3, Intimidate +3, Listen +4, Spot +4
Feats	Run, Toughness
Environment	Any land
Organization	Solitary or band (2-5)
Challenge Rating	2
Treasure	50% coins; 50% goods; standard items
Alignment	Usually chaotic evil
Advancement	By character class
Level Adjustment	+1

sonalities or minds can make them equally cowardly and skittish. Proto-baaz draconians, or traags, are excellent examples of proto-creatures, nervous and anxious about battle but prone to mad fits of rage and bloodlust once the battle is joined.

Most proto-creatures use melee attacks, preferring to deal with their opponents in close quarters with their brute strength.

Draconian Traits (Ex): Blindsense 60 ft., darkvision 120 ft., immunity to disease, immunity to sleep and paralysis effects, inspired by dragons, low-light vision, low metabolism, scent 60 ft.

Creating Proto-Creatures

"Proto-creature" is an inherited template that can be added to any corporeal aberration, dragon, giant, humanoid, magical beast, monstrous humanoid, ooze, or undead (referred to hereafter as the base creature).

A proto-creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's creature type is unchanged. Fine and Diminutive creatures increase in size by 2 categories. Tiny creatures increase in size by 1 category. Small or larger sized creatures remain unchanged.

Hit Dice: Increase base creature's racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: If the base creature's base land, fly or swim speed is 40 feet or more, it is lowered by 10 feet. A flying proto-creature's maneuverability decreases by one category. A base creature that cannot fly but has rudimentary wings with which it can glide loses these wings.

Armor Class: Natural armor improves by +3.

Special Attacks: A proto-creature retains all the extraordinary special attacks of the base creature but loses all supernatural and spell-like special attacks. It also gains the following special attack.

- **Rage (Ex):** A proto-creature has the rage ability of a barbarian. The proto-creature's racial HD act as barbarian levels for the purposes of the number of times per day the proto-creature can rage. A proto-creature with barbarian class levels adds its racial HD to its barbarian levels to determine times per day. Proto-creatures who deal damage to an opponent in combat will automatically enter a rage unless they succeed at a DC 15 Will check.

Special Qualities: A proto-creature retains all the extraordinary special qualities of the base creature but loses all supernatural and spell-like special qualities, including spell resistance but not including damage reduction. It also gains the following special qualities.

- **Instability (Ex)**: Proto-creatures are unstable. When they are reduced to -10 hp, their bodies break down, dissolving and rotting away until all that is left is proto-matter, dust, or similar base material. Proto-creatures who succumb to instability may not be raised but

may be resurrected if the proto-matter is retained.

- **Madness (Ex):** Because of their flawed and poorly developed psyches, proto-creatures are less susceptible to effects that target a rational mind. They gain a +4 racial bonus to saving throws to resist mind-affecting or enchantment spells and effects.

Abilities: Increase from the base creature as follows: Str +4, Con +2, Int -2, Cha -4.

Environment: Same as the base creature.

Challenge Rating: If the base creature has no spell-like or supernatural abilities, increase CR by +1 regardless of HD. If the base creature has spell-like or supernatural abilities, refer to the following: HD 3 or less, same as the base creature; HD 4 to 7, as base creature -1; HD 8 to 13, as base creature -2; HD 14 or more, as base creature -3.

Alignment: A proto-creature's alignment moves one step toward chaotic if it is not already chaotic. Lawful creatures become neutral, and neutral creatures become chaotic.

Level Adjustment: As the base creature.

Qlippoth

Large Plant



This plant appears to be a misshapen tree that has unnatural scarlet boils and growths sprouting from ashen bark. Its root-like legs are unearthed and covered in dirt, and it moves along the ground. Fat purple fruits hang heavily from its branches.

A qlippoth is a rare and deadly plant that uses its foul fruit and sap to render its opponents into a coma-like state so that it can kill them and use their bodies to fertilize itself. Qlippoths are often called "Zivilyn's Bane" due to the way that their poisonous fruits cloud a victim's mind and inhibit decision-making skills.

Qlippoths stand approximately 15 feet tall, with a "trunk" of 1-1/2 feet in diameter. They are covered in diseased boils and growths. Their bark is usually a gray-brown color. Rarely do qlippoths passively wait for victims to eat their fruit, as only the most desperate creature would do so.

The qlippoth is rumored to have first emerged from the experiments of some long-dead Black Robe mage with a penchant for altering plants and plant-like creatures.

Combat

A qlippoth prefers to engage its enemies in melee, relying on its stench as well as the ability to burst its poison fruit on an adjacent opponent. It will throw its poison fruit should any opponent hold back and unleash arrows or spells on the plant. A qlippoth will try to render all opponents unconscious before killing the bodies with its slam attack and gathering them to use as fertilizer.

Poison Fruit (Ex): Contact or ingested; Fortitude DC 18, initial and secondary damage 2d4 Wis. The save DC is Constitution-based.

The fruit of a qlippoth carries a potent poison, and can be thrown as a ranged touch attack. As a move action, a qlippoth can cause any single fruit attached to it to burst, splashing any single person within 5 feet of the qlippoth. The target of this use of the poison fruit is selected by the qlippoth.

Any given qlippoth will have 4d4 fruit growing that it can use at the time of an encounter. It takes a week for a qlippoth to grow its fruit back.

Stench (Ex): The same foul juices found in a qlippoth's fruit ooze from boils and pustules that cover its bark. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or act as if under the effects of confusion for as long as they are within 10 feet of the qlippoth plus an additional one round per qlippoth HD afterward. The save DC is Constitution-based.

Skills: *Qlippoths have a +8 racial bonus on Hide checks made in forested areas.

Hit Dice	5d8+20 (43 hp)	Abilities	Str 20, Dex 11, Con 18, Int 5 Wis 10, Cha 3
Initiative	+0	Skills	Hide –4*, Listen +4, Spot +4
Speed	20 ft. (4 squares)	Feats	Lightning Reflexes, Weapon Focus (fruit)
Armor Class	17 (-1 size, +8 natural), touch 9, flat-footed 17	Environment	Temperate forests
Base Attack/Grapple	+3/+12	Organization	Solitary or grove (4-7)
Attack	Slam +7 melee (1d8+5) or fruit +3 ranged (poison)	Challenge Rating	4
Full Attack	2 slams +7 melee (1d8+5) or poison fruit +3 ranged (poison)	Treasure	None
Space/Reach	10 ft. /10 ft.	Alignment	Usually neutral evil
Special Attacks	Poison fruit, stench	Advancement	6-10 HD (Large); 11-15 HD (Huge)
Special Qualities	Damage reduction 5/slashing, low-light vision, plant traits	Level Adjustment	—
Saves	Fort +8, Ref +3, Will +1		

Sacred Guardian

Magic Automaton



Most temples have statues built to honor the deity to whom the temple is dedicated. Typically, these statues are nothing more than decorations that worshippers can use to visualize the gods. Occasionally however, some of these statues are imbued with divine energy and tasked to protect the temple from those who would bring harm within the temple walls. These divinely animated statues are known as sacred guardians.

Sacred guardians often appear as exquisitely crafted statues carved from marble or granite, inlaid with precious metals and stones, and designed to represent one of the physical aspects of a specific deity. Far more often than not, they appear to be humanoids of classical beauty, or of horrific design (for the gods of darkness), though the sacred guardians of some deities can appear to be something far different–most sacred guardians dedicated to the animal aspect of a deity may appear to be a fantastic beast, or some horrifying skeletal creature (such as Chemosh's sacred guardians of Death).

Sacred guardians are imbued with intelligence and are capable of speaking as many as three languages (regardless of actual Intelligence), determined at the time of its creation.

Sample Sacred Guardian

A giant statue, standing at least 10 feet in height, carved of polished marble to resemble a fine-featured human man. A copper helm adorns his head, while beaten copper armor, complete with greaves and gauntlets, has been fitted upon the statue. A flame motif is emblazoned on the breastplate of the armor. Small flames flicker in the statue's hollowed eyes, while larger flames dance above the outspread palms of the statue's upraised hands. Suddenly the statue moves, bringing the twin flames of its eyes to bear upon you.

This example uses a Large animated object as the base creature.

Combat

This sacred guardian is dedicated to the Domain of Fire.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam attack (1d8+7). Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 17) to halve the damage.

Sacred Guardian of Sirrion's Divine Fire, Large Construct (Fire)

Hit Dice	4d10+40 (62 hp)	Abilities	Str 20, Dex 14, Con –, Int 10, Wis 12, Cha 12.
Initiative	+2	Skills	Listen +5, Knowledge (religion) +3, Spot +5
Speed	30 ft. (6 squares)	Feats	Alertness, Power Attack
Armor Class	14 (-1 size, +5 natural), touch 9, flat-footed 14	Environment	Any
Base Attack/Grapple	+3/+10	Organization	Solitary
Attack	Slam +7 melee (2d6+7 and 1d6 fire)	Challenge Rating	5
Full Attack	Slam +7 melee (2d6+7 and 1d6 fire)	Treasure	None
Space/Reach	10 ft./10 ft.	Alignment	Always chaotic neutral
Special Attacks	Divine attack (blazing strike), trample	Advancement	–
Special Qualities	Construct traits, damage reduction 10/magic, darkvision 60 ft., divine grace, fast healing 5, immunity to fire, low-light vision, vulnerability to cold	Level Adjustment	–
Saves	Fort +1, Ref +3, Will +2		

Creating Guardians

"Sacred Guardian" is an acquired template that can be added to any non-Intelligent construct (referred to hereafter as the base creature).

A sacred guardian uses all the base creature's statistics and special abilities except as noted here.

Guardian Slam Attacks

Old Damage	Adjusted Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
2d6	2d8
2d8	4d6
4d6	4d8

Size and Type: The creature's primary type remains unchanged, although it gains the Augmented subtype. Additionally, it gains any subtype (and associated immunities and vulnerabilities, if any) listed in its Special Qualities, determined the sacred guardian's domain.

Hit Dice: Same as the base creature, however, it receives bonus hit points as if it were one size larger (see d20 System core rules).

Speed: Same as the base creature.

Armor Class: The base creature's natural armor class increases by +4.

Damage: The sacred guardian's base damage from slam attacks increases by one step.

Special Attacks: A sacred guardian retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 sacred guardian's HD + sacred guardian's Cha modifier.

Divine Attack (Su): All sacred guardians are imbued with the power of one of their patron deity's domains. The domain the sacred guardian represents determines what type of divine attack it possesses (see table).

Special Qualities: A sacred guardian retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): If the base creature already possesses damage reduction, the type of weapons that can bypass the DR change to magic and evil (for sacred guardians dedicated to

the Good domain), good (for sacred guardians dedicated to the Evil domain), lawful (for sacred guardians dedicated to the Chaos domain), or chaotic (for sacred guardians dedicated to the Law domain). If the sacred guardian is neutral, then its damage reduction becomes magic and bludgeoning. If the sacred guardian does not already possess damage reduction, it gains a damage reduction of 10/magic.

If the sacred guardian possesses a hardness score, the damage reduction completely replaces the hardness.

Divine Grace (Su): All sacred guardians are imbued with the power of one of their patron deity's domains. The domain the sacred guardian represents determines what type of divine grace it possesses (see table below).

Fast Healing (Su): All sacred guardians possess a fast healing of 5.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Wis +4, Cha +4. If the construct has no Intelligence, it gains an Intelligence of 10, otherwise, it receives a +2 increase to current Intelligence score. If the sacred guardian's Wisdom and/or Charisma are lower than 10, then it gains a 12 in the ability (but does not gain the increase indicated above).

Skills: A sacred guardian's class skills are the same as a cleric, although sacred guardians with certain domains (such as Animal or Trickery), gain access to a few other skills (see table below).

Environment: Any

Organization: Solitary, pair, or pantheon (3-7)

Challenge Rating: Same as the base creature +2.

Treasure: None

Alignment: Same as patron deity.

Advancement: Same as the base creature.

Level Adjustment: –

Sacred Guardians & Divine Domains

At its construction, every sacred guardian is imbued with the essence of its patron deity. This manifests as a divine power that fills the sacred guardian, granting it abilities determined by the aspect of the deity the sacred guardian represents. Every sacred guardian has one Domain, which determines what divine attack and divine grace the sacred guardian receives. The following chart details all the clerical domains found in the d20 System core rules and in the *Dragonlance Campaign Setting.*

Note that mystics cannot create sacred guardians, although their powers are also divine in nature. Only clerics, with the aid of their patron deity, can create and imbue a sacred guardian.

Creating a Sacred Guardian

Creating a sacred guardian requires that the body be sculpted to a high degree of craftsmanship. The size of the sacred guardian can vary, much as an animated object, or it can even be constructed as a golem. To imbue it with divine power, it requires 200 steel pieces worth of rare oils and precious metals per size category (thus a Large sacred guardian requires an additional 1200 steel pieces on top of any other costs for construction). Creating the body requires a Craft (sculpting) check DC 15 and a Knowledge (religion) check DC 20, for the proper rituals.

Caster Level: 11th; Prerequisites: Craft Construct (see Monster Manual), animate objects, commune, caster must be a cleric with access to the Domain the sacred guardian will be dedicated to; Market Price: +1,000 stl/size category; Cost to Create: +500 stl/size category + 10 XP/size category.

Domain & Deities	Special Attack	Special Qualities
Air (Chislev)	Thundering Strike (melee attack is considered to possess the thundering special weapon quality).	Gains Air subtype, sonic resistance 15
Animal (Chislev, Habbakuk)	Cast summon nature's ally IV as a spell-like ability once per day (caster level equal to its Hit Dice; can only summon animals).	Command/Rebuke animals as a cleric of equal Hit Dice.
Chaos (Branchala, Sirrion, Zeboim)	Anarchic Strike (melee attack is considered to possess the anarchic special weapon quality).	Gains Chaotic subtype, SR 25 against Lawful spells
Community (Mishakal)	Cast calm emotions as a spell-like ability once per day (caster level equal to its Hit Dice).	Cast magic circle against evil as a spell-like ability once per day (caster level equal to its Hit Dice).
Death (Chemosh)	Life-Stealer Strike (melee attack is considered to possess the life-drinker special weapon quality).	Command/rebuke undead as a cleric of equal Hit Dice.
Destruction (Morgion, Takhisis)	Cast mass inflict light wounds as a spell-like ability once per day (caster level equal to its Hit Dice).	
Earth (Chislev, Reorx)	Cast wall of stone as a spell-like ability once per day (caster level equal to its Hit Dice).	Gains Earth subtype, cast stone shape as a spell-like ability twice per day (caster level equal to its Hit Dice).
Evil (Chemosh, Hiddukel, Morgion, Sargonnas, Takhisis, Zeboim)	Unholy Strike (melee attack is considered to possess the unholy special weapon quality).	Gains Evil subtype, SR 25 against Good spells
Fire (Reorx, Sargonnas, Sirrion)	Blazing Strike (melee attack is considered to posses the flaming special weapon quality).	Gains Fire subtype, immunity to fire, vulnerability to cold
Forge (Reorx)	Cast heat metal as a spell-like ability twice per day (caster level equal to its Hit Dice).	Immunity to fire and heat
Good (Branchala, Habbakuk, Kiri-Jolith, Majere, Mishakal, Paladine)	Holy Strike (melee attack is considered to possess the holy special weapon quality).	Gains Good subtype, SR 25 against Evil spells
Healing (Mishakal)	Merciful Strike (melee attack is considered to possess the merciful special weapon quality).	Can cast heal once per day as a cleric of equal level to its Hit Dice.
Insight (Zivilyn)	Cast true strike as a spell-like ability three times per day (caster level equal to its Hit Dice).	Gains uncanny dodge special ability as a rogue of a level equal to its Hit Dice.
Knowledge (Gilean, Zivilyn)	Cast divine favor as a spell-like ability three times per day (caster level equal to its Hit Dice).	Under the constant effects of a true seeing spell (caster level equal to its Hit Dice).
Law (Majere, Paladine, Sargonnas, Shinare, Takhisis)	Axiomatic Strike (melee attack is considered to possess the shock special weapon quality). .	Gains Lawful subtype, SR 25 against Chaotic spells.
Liberation (Gilean)	Cast shatter as a spell-like ability two times per day (caster level equal to its Hit Dice).	Cast freedom of movement as a spell-like ability once per day (caster level equal to its Hit Dice).
Luck (Branchala, Shinare)	Cast spell turning as a spell-like ability once per day (caster level equal to its Hit Dice).	Surrounded by a constant entropic shield (all ranged attacks have a 20% chance of missing).
Meditation (Majere, Zivilyn)	May use Flurry of Blows as a monk of equal level to its Hit Dice.	Damage reduction increases to 15/magic and chaos
Passion (Sirrion)	May Rage as a barbarian of equal level to its Hit Dice.	Cast remove curse as a spell-like ability once per day (caster level equal to its Hit Dice).
Pestilence (Morgion)	Cast contagion as a spell-like ability once per day (caster level equal to its Hit Dice).	Cast remove disease as a spell-like ability once per day (caster level equal to its Hit Dice).

Domain & Deities	Special Attack	Special Qualities
Plant (Chislev)	Cast wall of thorns as a spell-like ability three times per day (caster level equal to its Hit Dice).	Command/rebuke Plant creatures as a cleric of equal level to its Hit Dice.
Protection (Gilean, Mishakal, Paladine)	Cast guards and wards as a spell-like ability once per day (caster level equal to its Hit Dice).	Cast shield other as a spell-like ability twice per day (caster level equal to its Hit Dice).
Sun (Paladine)	Cast searing light as a spell-like ability once per day (caster level equal to its Hit Dice).	Turn undead as a cleric of equal level to its Hit Dice.
Storm (Zeboim)	Shocking Strike (melee attack is considered to possess the shock special weapon quality).	Immunity to electricity
Strength (Kiri-Jolith)	Strong Blow (all melee attacks gain a sacred bonus to damage equal to 1/2 the sacred guardian's HD).	Cast spell immunity as a spell-like ability twice per day.
Travel (Shinare)	Cast haste or slow as a spell-like ability once per day (caster level equal to its Hit Diçe).	Cast blink as a spell-like ability twice per day (caster level equal to its Hit Dice).
Treachery (Hiddukel)	Gains sneak attack as a rogue of a level equal to its Hit Dice.	Cast invisibility as a spell-like ability twice per day (caster level equal to its Hit Dice).
Trickery (Branchala, Chemosh, Hiddukel, Takhisis)	Cast confusion as a spell-like ability once per day (caster level equal to its Hit Dice).	Cast disguise self as a spell-like ability three times per day (caster level equal to its Hit Dice).
War (Kiri-Jolith, Sargonnas)	Cast spiritual weapon as a spell-like ability twice per day (caster level equal to its Hit Dice).	+4 natural Armor Class bonus.
Air (Chislev)	Cast wall of ice as a spell-like ability once per day (caster level equal to its Hit Dice).	Gains Water subtype, cast solid fog as a spell-like ability once per day (caster level equal to its Hit Dice).

Skorenoi



Skorenoi first arose in the Darken Wood in the years immediately following the Chaos War. A fiendish treant created by Chaos known as Grimbough had struck a bargain with a rogue centaur chieftain named Chrethon. Chrethon had been exiled by his fellow chieftains for defying the Darken Wood's Forestmaster by slaughtering a group of Knights of Takhisis. The exiled centaur wanted revenge against his fellow centaurs for perceived wrongs against him, and Grimbough sought to take advantage of this hatred.

It was thus that Grimbough altered the centaur leader into a skorenoi: a twisted and deformed version of his former self. Chrethon then waged a war against his old centaur allies, abducting them and using Grimbough to turn them into loyal skorenoi followers. Chrethon discovered that Grimbough's powers were not limited to centaurs, and kidnapped numerous satyrs to fill out his ranks.

It was only with the assistance of a Hero of the Lance, Caramon Majere, and his daughter Dezra that destruction was brought to Chrethon and Grimbough. After a few months, the taint of the skorenoi vanished from about one-third of those previously affected. These centaurs felt no kinship for the evil skorenoi, and were not accepted back into the standard centaur communities for their past sins. These centaurs struck out on their own, migrating toward the Plains of Dust and helped to form the centaur/human nation of Duntollik.

No two skorenoi look alike; the influence of Chaos changes them physically, often resulting in unnaturally bulging muscles, deformed features, or a blur of the animal and human-looking traits found in the creatures. Adventurers have reported facing other creatures such as kyrie that possess the same attributes.

Skorenoi Satyr, Medium Fey (Chaotic)

Hit Dice	5d6+10 (27 hp)
Initiative	+2
Speed	80 ft. (16 squares)
Armor Class	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple	+2/+4
Attack	Head butt +4 melee (1d6+2)
Full Attack	Head butt +4 melee (1d6+2), and dagger –1 melee (1d4+2/ 19-20); or shortbow +4 ranged (1d6/X 3)
Space/Reach	5 ft. /5 ft.
Special Attacks	Death throes, smite law, pipes
Special Qualities	Damage reduction 5/ cold iron and lawful, low-light vision
Saves	Fort +3, Ref +6, Will +5
Abilities	Str 14, Dex 15, Con 14, Int 12, Wis 13 Cha 13
Skills	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +14, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +14, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats	AlertnessB, Dodge, Mobility
Environment	Temperate forests
Organization	Solitary, pair, band (3-5), or troop (6-11)
Challenge Rating	4 (without pipes) or 6 (with pipes)
Treasure	Standard
Alignment	Always chaotic evil
Advancement	6-10 HD (medium)
Level Adjustment	+5

Combat

Skorenoi satyrs often utilize pipes in hopes of lulling as many adventurers as possible into sleep. The satyrs will then attempt to perform a *coup de grace* on the adventurers, unless they have some other plans for them. If this tactic doesn't work, then they will utilize hit-and-run tactics: attacking opponents in melee with a head butt or dagger and then using their prodigious speed to move far away and pepper and opponent with arrows on the following rounds.

The Reflex save against this skorenoi's death throes has a DC of 14.

Smite Law (Su): Once per day a skorenoi satyr can make a normal melee attack to deal an extra +5 points of damage against a lawful foe.

Pipes (Su): Skorenoi satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

A skorenoi satyr often uses its pipes to put a party of adventurers to sleep and make an easy kill.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Sample Skorenoi

This creature is covered in red lumps and bulging veins and seems to be an indistinct merge of man and goat.

This example uses a satyr as the base creature.

Creating a Skorenoi

"Skorenoi" is an acquired template that can be added to any corporeal humanoid, fey, or monstrous humanoid that possesses bestial traits such

as a centaur, harpy, kyrie, or minotaur, etc. (referred to hereafter as the base creature).

A skorenoi uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Humanoids with this template become monstrous humanoids, and all creatures gain the chaotic subtype. Otherwise the creature type is unchanged. Size is unchanged. Do not recalculate the creature's Hit Dice, base attack bonus, or base saves.

Speed: If the creature is fey, double its base land speed.

Armor Class: Natural armor class improves by +2.

Special Attacks: A skorenoi retains all the special attacks of the base creature and gains the following attacks.

- **Death Throes (Ex):** A skorenoi that is reduced to 0 hit points or less immediately explodes, dealing 5d6 points of fire damage to all creatures within 5 feet of the skorenoi. Affected creatures can attempt a Reflex save with a DC equal to 10 +1/2 HD + Con modifier to take half damage. This blast also destroys the weapon used to deal the killing blow, if any. Magic weapons are allowed a saving throw (same DC) to negate this effect. If the killing blow was a natural weapon or unarmed attack, the creature who delivered it takes half again as much fire damage from the explosion unless it succeeded its saving throw, in which case it takes normal damage.
- **Smite Law (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a lawful foe.

Special Qualities: A skorenoi retains all the special qualities of the base creature and gains damage reduction 5/lawful. If the base creature already has damage reduction that can be overcome by another weapon type, the type of weapon must reflect both the original required type and the lawful type.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2.

Environment: Any forested area.

Challenge Rating: Same as the base creature +1, or +2 if fey.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +2, or +3 if fey.

Tainted-Blood

Transformed Creature



The wicked Dragon Overlord Onysablet is well-known for her twisted experimentation upon living creatures in order to create horrifying monsters to bedevil and torment those within her realm. One of her creations is the tainted-bloods, whose blood is magically imbued with a potent acid.

Most creatures transformed into tainted-blood are driven insane, living in near constant pain from the acid coursing through their blood. The transformation causes boils and pustules to form on the creature's skin, with open wounds constantly oozing with dark-colored blood. Most of the creature's hair falls out, while its skin changes to either a sickly yellow or darkens to the blue-black color of a bruise, giving the creature a jaundiced look. The scent of rotting citrus seems to surround the tainted-blood creatures at all times, making them fairly easy (in most circumstances) to track.

Unfortunately, it does not seem that Onysablet is the only being to take an interest in creating more of these twisted creatures. Some priests of Morgion have been working on refining the transformation process to make it an infliction that can easily be transmitted to others. Thankfully, they have yet to prove successful.

Sample Tainted-Blood

This short humanoid has a flat face, with a broad nose and a wide mouth filled with sharp fangs. Its features are twisted into a grimace of pain and rage, insanity blazing in its eyes. At first glance, it seems like a goblin of some sort, although its flesh is a sickly yellow hue, covered with oozing boils and pustules. It wears only a loincloth, revealing that the wounds cover its entire body, giving it a truly unhealthy appearance. A scent of citrus clings to the creature.

This example uses a 1st-level goblin warrior as the base creature.

Combat

Tainted-blood goblins tend to be very direct, very brutal fighters, throwing themselves bodily into melee.

Tainted-Blood Goblin, 1st-Level Warrior, Small Monstrous Humanoid (Augmented Humanoid, Goblinoid)

Speed	1d8+3 (7 hp)
Initiative	+1
Speed	30 ft. (6 squares)
Armor Class	15 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple	+1/+3
Attack	Morningstar +4 melee (1d6+2) or javelin +3 ranged (1d4+2)
Full Attack	Morningstar +4 melee (1d6+2) or javelin +3 ranged (1d4+2)
Space/Reach	5 ft./5 ft.
Special Attacks	Acid reflex (1d4 dmg), burning embrace (1d6 dmg), death throes (5-ft. radius, 1d8 dmg), poison fumes
Special Qualities	Darkvision 60 ft., immunity to acid and poison, low-light vision, scented
Saves	Fort +5, Ref +1, Will -1
Abilities	Str 15, Dex 13, Con 16, Int 10, Wis 9, Cha 6
Skills	Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2
Feats	Alertness, Improved Grapple[B]
Environment	Temperate plains
Organization	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves).
Challenge Rating	1
Treasure	Standard
Alignment	Always chaotic evil
Advancement	By character class
Level Adjustment	+1

The DC is 13 for the Reflex saves against the tainted-blood goblin's acid reflex and death throes.

Poison (Ex): Inhaled, Fortitude DC 13, initial damage 1 Con, secondary 1d4 Con. The save DC is Constitution based.

Skills: Goblins receive a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Creating a Tainted-Blood

"Tainted-Blood" is an acquired template that can be added to any aberration, fey, giant, humanoid, or monstrous humanoid (referred to hereafter as the base creature).

A tainted-blood uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Giants or humanoids with this template become monstrous humanoids, otherwise the creature type is unchanged. Size is unchanged. Do not recalculate base attack bonus, saves, or skill points if its type changes.

Armor Class: Natural armor class improves by +2.

Special Attacks: A tainted-blood retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 tainted-blood's HD + tainted-blood's Con modifier unless noted otherwise.

Acid Reflex (Ex): The acid-filled pustules covering a tainted-blood's body are extremely fragile. Any time that the tainted-blood is struck by a physical attack (whether a melee attack or a ranged attack), some of these pustules burst, releasing a 5-ft. line of acid. Individuals in the area must make a Reflex save or else take an amount of acid damage based upon the tainted-blood's size.

Burning Embrace (Ex): With a successful grapple check, the tainted-blood manages to get a tight grip on an individual, crushing its body against its opponent and purposefully causing its pustules to burst. This damage is automatic each round that the victim remains grappled by the tainted-blood. After the first round, victims must make a saving throw against the poisonous fumes of the tainted-blood's acid (see below).

Death Throes (Ex): When killed, the body of the tainted-blood falls to the ground and begins to smoke and smolder. 1d4 rounds later, the corpse explodes in a burst of acid. Creatures within the area of effect are allowed a Reflex saving throw for half-damage. Additionally, one round after the death throes, any creature still within the area of effect must save against the poison fumes (see below).

Poison Fumes (Ex): The fumes of the tainted-blood's acid are toxic. Creatures within the area of effect of its death throes, as well as any creature held in its burning embrace, may be affected by the fumes. The initial damage of the fumes is 1 Constitution. One minute later, those who failed their first saving throw must make another save, or take 1d4 Constitution damage.

Special Qualities: A tainted-blood retains all the special qualities of the base creature and gains those described below.

Enhanced Vision (Ex): A tainted-blood gains darkvision 60 feet and low-light vision.

Immunities (Ex): A tainted-blood is immune to all poisons and to acid.

Scented (Ex): The fumes of the acid in its blood, combined with the oozing wounds that leave a trail of acid droplets in its wake, make tainted-blood creatures very easy to track. Those tracking the tainted-blood gain a +5 circumstance bonus to Survival checks to track the creature. The bonus increases to +10 if the tracker has the Scent special quality.

Abilities: Increase from the base creature as follows: Str +2, Con +4.

Feats: Tainted-blood receive Improved Grapple, even if they do not meet the prerequisites for the feat. Tainted-blood may also gain the Spectacular Death Throes feat from the *DRAGONLANCE Campaign Setting*, which doubles the area of effect (treat as 5-ft. radius for creatures with a 0-ft. radius) and increases the damage of the death throe by one step (6d6 becomes 6d8 damage).

Environment: Any, usually same as base creature.

Organization: Any, usually same as the base creature.

Challenge Rating: Fine through Tiny size, as the base creature; Small through Large, as base creature +1; Huge through Colossal, as base creature +2.

Alignment: Always chaotic evil

Level Adjustment: As the base creature +1.

Tainted Blood Special Damage

Size	Acid Reflex Damage	Burning Embrace Damage	Death Throe Damage	Death Throe Radius
Fine	1	1d2	1d3	0 ft. (same square)
Diminutive	1d2	1d3	1d4	0 ft. (same square)
Tiny	1d3	1d4	1d6	0 ft. (same square)
Small	1d4	1d6	1d8	5 ft.
Medium	1d6	1d8	2d6	5 ft.
Large	1d8	2d6	2d8	10 ft.
Huge	2d6	2d8	4d6	15 ft.
Gargantuan	2d8	4d6	4d8	20 ft.
Colossal	4d6	4d8	6d6	30 ft.

Wyndlass

Huge Aberration

This creature looks like a foul brown-black octopus with ten barbed tentacles. Above its tentacles are three eyes that glow a dim blue. It surges up from a pit of quicksand, tentacles flailing.

The wyndlass is a tentacled horror that makes its home in dismal swamps and forested wetlands. Its voracious appetite drives it to consume other animals in large quantities, and it has been known to strike at unwary travellers and adventurers who do not see it until it is too late.

The wyndlass resembles nothing less than a giant spiky octopus or squid with three glowing blue eyes. Its natural color is a muddy brown, but it can camouflage itself to some degree to match its environment. A wyndlass forms a pit by softening the earth around it and lurks within, waiting for its prey to wander by. Carcasses and remains are kept at the bottom of this quicksand, so as not to alert other animals of the immediate danger. Once the local area's game has been reduced sufficiently by the wyndlass, it hauls itself out of the pit and travels several miles to a new location.

Wyndlasses grow as long as 20 to 30 feet in length and weigh over a ton. They are thought to be mutated relatives of the giant squid that have adapted to life on land, very possibly by some wizard's bold experiments or the passage of the Graygem. A more sinister theory is that they are Zeboim's children, vicious predators altered by the storm goddess to wreak havoc on the beloved of Habbakuk and Chislev.

Wyndlasses do not speak, but are intelligent enough to understand Common.

Combat

A wyndlass lies in wait within its quicksand pit, with only its eyes above the surface. It surges out to strike, sending its tentacles to grapple and pull opponents into the pit. Wyndlasses never attack more than two opponents at a time, devoting up to 5 tentacles to each foe. When facing difficult odds, a wyndlass either retreats into its pit, or slicks the earth around its foes and flees.

An opponent can attack a wyndlass's tentacles with a sunder attempt as if they were weapons. A wyndlass's tentacles have 10 hit points each. If a wyndlass is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make an attack of opportunity against the opponent making the sunder attempt. Severing one of a wyndlass's tentacles deals 5 points of damage to the creature. A wyndlass usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Wyndlass

Hit Dice	12d8+12 (66 hp)
Initiative	+3
Speed	30 ft. (6 squares), burrow 20 ft.
Armor Class	25 (-2 size, +3 Dex, +14 natural), touch 11, flat-footed 22
Base Attack/Grapple	+9/+29
Attack	Tentacle +15 melee (1d10+8)
Full Attack	10 tentacles +15 melee (1d10+8) and bite +10 melee (1d6+4)
Space/Reach	15 ft. /15 ft. (30 ft. with tentacle)
Special Attacks	Constrict 1d10+8, improved grab
Special Qualities	Darkvision 60 ft., slicken earth, tremorsense 90 ft.
Saves	Fort +5, Ref +9, Will +10
Abilities	Str 26, Dex 17, Con 13, Int 7, Wis 15, Cha 12
Skills	Climb +11, Hide –2*, Listen +7, Spot +7, Swim +11
Feats	Alertness, Diehard, Endurance, Lightning Reflexes
Environment	Temperate swamps
Organization	Solitary
Challenge Rating	10
Treasure	Standard
Alignment	Always neutral
Advancement	13-18 HD (Huge); 19-36 HD (Gargantuan)
Level Adjustment	—

Constrict (Ex): A wyndlass deals 1d10+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a wyndlass must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Because of the barbs on its tentacles, a wyndlass automatically deals tentacle damage to any grappled foe that breaks free as the barbs rip and pull at the victim.

* A wyndlass gains a +4 racial bonus on grapple checks.

Slicken Earth (Ex): At will, a wyndlass can exude an extremely solvent lubricating oil which softens earth and soil in all adjacent squares. On the first round, the oil produces the effects of a grease spell in the area slickened (Reflex DC 17 to avoid falling). The save DC is Constitution based. After one minute, the area takes on the properties of quicksand (see d20 System Core rules) and is 5 feet deep. A pit of quicksand large enough to serve as the wyndlass's lair can be created in 3 minutes, and is 30 feet in diameter and 15 feet deep.

Wyndlass oil is a much sought-after component in crafting such wondrous items as salves of slipperiness or slick armor.

Skills: *A wyndlass has a +12 racial bonus on Hide checks in swampy or forested terrain. It gains an additional +4 bonus when it is submerged in its quicksand pit.



5. Outsiders and Elementals

Wizards and clerics know that there is more to the universe than just the material world. The gods dwell in vast extraplanar realms along with their servants and agents, the four cardinal elements come together from their own planes, and mysterious creatures and hidden realms have been recorded as existing just on the other side of the veil into the Ethereal, Astral and Shadow planes. Most of Krynn's inhabitants have little to do with outsiders, the creatures native to other planes, but every hero might–at some point in his career–have to bargain with, defend against, or duel with one of these extraplanar visitors.

Chaos Wretch

Chaos wretches are twisted creations of Chaos, brought forth from destruction and death to serve his wishes. The forces that animate them draw power from negative energy deep within the Abyss, giving them a semblance of life. During the Chaos War, several varieties of chaos wretch appeared on the face of Krynn, including the three types described below. Individual chaos wretches spawned in the early Age of Mortals can still be found following the War of Souls, causing havoc or acting as minions of evil wizards or priests.

Combat

Chaos wretches are universally cunning, destructive and violent. They lose themselves to mad rampages in small groups, without much in the way of planning or strategy. They are especially dangerous when directed by a greater power, but will always respond to an opponent swiftly and with brute force.

A chaos wretch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purposes of overcoming damage reduction.

Wretch Traits: A chaos wretch possesses the following traits (unless otherwise noted).

- Darkvision out to 60 feet
- Resistance to acid 5, cold 5, electricity 5, and sonic 5
- Immunity to paralysis, petrification, polymorph, poison, stunning, disease, and death effects
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects)
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion effects.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- **Smite Law (Su):** Once per day the wretch can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) to a lawful foe.



- Understands (but cannot speak) Common.

Carrion Wretch

This is a skeletal turkey vulture, wing feathers intact, whose eye sockets are lit with red-orange light. Its bones and gristle are clearly visible, bleached and yellowed. Human skeletal parts seem to have been added to it to make it larger and more gruesome.

Carrion wretches are malicious spirits drawn from the Abyss to inhabit human and animal remains.

Carrion wretches appear to be undead, but are in reality extraplanar creatures that in their natural forms look like dark shadowy vultures. On the material plane, they take on ghastly reflections of their true natures. Carrion wretches are also known as scavenger demons, because when left to their own devices prefer to flock around battlefields and sites of death and ruin, picking through the bodies.

Carrion wretches speak Abyssal and understand Common.

Combat

Carrion wretches concentrate their attacks on flightless opponents, by swooping down upon

Hit Dice	4d8+4 (22 hp)	Abilities	Str 14, Dex 14, Con 11, Int 11, Wis 13, Cha 9
Initiative	+3	Skills	Knowledge (history) +2, Listen +3, Move Silently +4, Spot +3, Survival +3
Speed	10 ft. (2 squares), fly 60 ft. (good)	Feats	Weapon Focus (hoof)
Armor Class	17 (+3 Dex, +4 natural), touch 13, flat-footed 14	Environment	Warm forests
Base Attack/Grapple	+4/+5	Organization	Solitary, patrol (4-8), hunting party (6-16 plus 1 leader of 2nd-5th level) or tribe (15-100 plus 100% noncombatants plus 6 3rd-level bravos, 3 5th-level champions, and 1 leader of 5th-9th level)
Attack	Claw +5 melee (1d8+1) or beak +5 melee (1d6+1 plus Dex drain)	Challenge Rating	1
Full Attack	2 claws +5 melee (1d8+1) and beak +3 melee (1d6+1 plus Dex drain)	Treasure	Standard
Space/Reach	5 ft./5 ft.	Alignment	Usually neutral
Special Attacks	Dexterity drain 1d4	Advancement	By character class
Special Qualities	Damage reduction 5/bludgeoning, darkvision 60 ft., wretch traits	Level Adjustment	+1
Saves	Fort +5, Ref +7, Will +5		

them and using their claws. When confronted with stronger or faster opponents, they use their vicious beak attack and attempt to slow the opponent down with their Dexterity drain. Carrion wretches are often found in groups and make good use of their numbers in combat.

Dexterity Drain (Su): Beak attack only, 1d4 Dexterity damage, DC 13 Fortitude save negates. This ability is Constitution-based.

Cedar Wretch

This creature looks like a dead evergreen tree animated by an evil force. Its foliage and branches are dry and brittle, and its trunk is dotted with knotholes and lumps that give off a red-orange light.

Cedar wretches are hateful spirits drawn from the Abyss to inhabit the husks of trees.

A cedar wretch can usually pass itself off as a dead or dying tree, but when active its evil nature reveals itself. The creature emanates a horrid light, and its branches and trunk twist and move with purpose. Cedar wretches can move from place to place, but do so only rarely so as to maintain the appearance of normalcy. Large stands of cedar wretches hide alongside real trees and in forests, but their extraplanar natures are anathema to plant life and nearby trees tend to wither and die after long exposure.



Cedar wretches cannot speak nor hear to understand other languages. They communicate basic concepts with each other by touch.

Cedar Wretch, Large Outsider (Chaotic, Extraplanar, Wretch)

Hit Dice	6d8+18 (45 hp)
Initiative	+2
Speed	30 ft. (6 squares)
Armor Class	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple	+5/+14
Attack	Branch +9 melee (1d8+4)
Full Attack	6 branches +9 melee (1d8+4)
Space/Reach	10 ft. /10 ft.
Special Attacks	Combustion, improved grab, smite law
Special Qualities	Blindsight 60 ft., damage reduction 5/slashing, vulnerability to fire, wretch traits
Saves	Fort +8, Ref +7, Will +4
Abilities	Str 19, Dex 14, Con 17, Int 6, Wis 8, Cha 6
Skills	Escape Artist +11, Hide +7, Intimidate +7, Knowledge (the planes) +7, Move Silently +11, Survival+8
Feats	Combat Reflexes, Improved Sunder, Power Attack
Environment	The Abyss
Organization	Solitary, band (3-6), mob (7-12)
Challenge Rating	4
Treasure	None
Alignment	Always chaotic evil
Advancement	7-12 HD (Large), 13-18 HD (Huge)
Level Adjustment	–

Combat

Cedar wretches typically wait until their opponents have come within reach of their branches and then lash out suddenly and viciously. They are unable to see or hear, relying on mystical senses to detect their targets. Groups of cedar wretches aim to surround their opponents, taking turns to move into position while others make full attacks. Despite their fire vulnerability, cedar wretches will not flee from flaming attacks because they know that their combustion will deal significant damage to their enemies.

Combustion (Ex): When a cedar wretch is killed by fire damage, it is rapidly consumed by the flames and releases considerable heat. The death throes of a burning cedar wretch deal 6d6 points of fire damage to everything within 10 feet of the creature for one round. A DC 15 Reflex save halves the damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a cedar wretch must hit a creature at least one size smaller than itself with two or more branch attacks. It may then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can automatically inflict branch damage. A cedar wretch can attempt a grapple with only one branch attack, but does so at a -20 to its grapple check.

Sand Wretch

This is a man-sized whirlwind of sand and dust, with reddish-orange light radiating out from within giving the illusion of eyes and mouth.



Sand wretches are turbulent spirits from deep within the Abyss who manifest as whirlwinds of sand on the material plane.

A sand wretch looks like a fiendish dust devil, a cone of whirling dust and particles formed out of loose dirt and earth, appearing primarily in arid regions. Sand wretches are not prone to subtlety. When free-willed or not otherwise directed, they race across deserts and plains in bands, a danger to anything in their path.

Sand wretches speak Abyssal and can understand Common.

Sand Wretch, Medium Outsider (Chaotic, Earth, Extraplanar, Wretch)

Hit Dice	5d8+10 (32 hp)
Initiative	+4
Speed	50 ft. (10 squares)
Armor Class	18 (+4 Dex, +4 natural), touch 14, flat-footed 14
Base Attack/Grapple	+5/+6
Attack	Slam +6 melee (1d6+1)
Full Attack	Slam +6 melee (1d6+1)
Space/Reach	5 ft. /5 ft.
Special Attacks	Blinding, whirlwind
Special Qualities	Damage reduction 5/magic, darkvision 60 ft., vulnerability to water, wretch traits
Saves	Fort +6, Ref +8, Will +3
Abilities	Str 19, Dex 14, Con 17, Int 6, Wis 8, Cha 6
Skills	Escape Artist +11, Hide +7, Intimidate +7, Knowledge (the planes) +7, Move Silently +11, Survival+8
Feats	Combat Reflexes, Improved Sunder, Power Attack
Environment	The Abyss
Organization	Solitary, band (3-6), mob (7-12)
Challenge Rating	4
Treasure	None
Alignment	Always chaotic evil
Advancement	7-12 HD (Large), 13-18 HD (Huge)
Level Adjustment	–

Combat

Sand wretches prefer to attack in groups, overwhelming their opponents with their numbers. Even a solitary sand wretch is dangerous, however, using its abilities to blind and knock down an enemy. A sand wretch is extremely vulnerable to water-based attacks, however, and will avoid water at any cost. In situations where it faces an opponent armed with water abilities or spells, a sand wretch will typically flee.

Blinding (Ex): A sand wretch who scores a critical hit with its slam attack has blinded its opponent unless they succeed at a DC 15 Fortitude save. The DC is Strength-based and includes a +2 racial bonus. The blindness lasts for 1 hour or until the character spends a full round flushing their eyes and face with water.

Whirlwind (Ex): A sand wretch's natural state is a whirling funnel of sand particles. A sand wretch does not draw an attack of opportunity when moving, even if it enters another character's space.

A sand wretch that enters the space of an opponent of size Small or less (or Medium, if the sand wretch is Large) may inflict damage on the opponent or lift them from the ground, trapping them in the whirlwind. The opponent must succeed at a DC 15 Reflex save or take 1d6 points of damage from the force of the spinning cloud. If the opponent succeeds, the sand wretch is forced back out of the creature's space. If the opponent fails, he takes the listed damage and must then succeed at a second DC 15 Reflex save or be caught within the whirlwind. The DC is Strength-based and includes a +2 racial bonus.

Trapped creatures take damage every round they are in the whirlwind, and can only move where the sand wretch takes them. They suffer a –4 penalty to Dexterity checks and a –2 to all attack rolls, and must succeed at a Concentration check (DC 15 + spell level) to cast a spell, but are otherwise able to act freely. Trapped creatures may make DC 15 Reflex saves each round to free themselves (including the Dexterity penalty). Flying creatures gain a +2 bonus. Success means the creature takes damage but is no longer trapped. If the sand wretch is killed, any trapped creature is immediately freed. Trapped creatures may attack the sand wretch from within, but at the listed attack penalty, and only with natural or light weapons.

Vulnerability to Water: Sand wretches take damage from exposure to water. A flask of water inflicts 2d4 damage to a sand wretch, much as holy water causes damage to undead. A sand wretch caught outside in a rainstorm takes 2d4 points of damage per round, or 2d8 points if the rain is a downpour. A sand wretch that is immersed in water is instantly slain. Sand wretches who attempt to cross bodies of water take 2d4 points of damage for every 5 feet of water they move across, and therefore they typically avoid doing so. A creature with the elemental (water) type who attacks a sand wretch inflicts double damage.

Daemonlord

Large Outsider (Chaotic, Evil, Extraplanar)



This is a brutish giant, with demonic features, that is clad in thick, blackened leather armor. Its head is bald and ringed with black horns. Its ears are pointed, and it has flabby jowls and deep-set pig-eyes that are lit with red-orange light. Curved plates of armor protect its shoulders, elbows and knees, and its thick stubby fingers end in hooked black talons. The giant's mouth is open in a roar, showing pointed black teeth like a shark's.

A daemonlord is a powerful emissary of Chaos, a brutish member of a vile race long trapped in the bowels of the Abyss. Charged with chaotic energies and summoned through blasphemous rituals, the appearance of a daemonlord on Krynn always heralds a period of disaster, catastrophe and ruin.

A daemonlord always appears as a giant, hulking figure over 12 feet tall and fully encased in armor. Its black teeth, horns and claws are all incredibly hard and sharp. Daemonlords have individual tastes and desires, all of them obscene and tending toward the violent. They are supremely confident in their own ability to cause destruction, and relish in the opportunity to do so. Because they are summoned and do not naturally appear on Krynn, their presence is usually marked by foul weather, spoiled food and drink, and random occurences.

Daemonlords speak Abyssal, Common, Draconic, Ignan, and Infernal. They do not make a point of learning many other languages, as their sole purpose is to cause widespread destruction and chaos.

Combat

A daemonlord is a frightening opponent that delights in clawing and biting its foes. Daemonlords typically summon aid in the form of chaos wretches to deal with any minor opponents, singling out tougher opponents for melee combat. A daemonlord encountered at longer range will use call lightning storm or chaos hammer from a distance, but usually chooses to close in on foes.

Because a daemonlord's regeneration can be bypassed by those who have seen it summoned to Krynn, if the creature knows that an individual was such a witness it will stop at nothing to eliminate him. Otherwise, daemonlords have little to fear from their opponents and will boast, swagger and bully them with great confidence.

A daemonlord's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

***Meteor Swarm* (Sp):** 1/day– Range 1000 feet, Reflex DC 24 half. As the spell, but the daemonlord can also combine an individual meteor with its summon wretch ability to bring forth chaos wretches wherever the meteor lands. Using *meteor swarm* in this way uses up one of the daemonlord's three daily summons. This ability is the equivalent of a 9th-level spell. Caster level 15th.

Daemonlord

Hit Dice	15d8+90 (157 hp)
Initiative	+3
Speed	30 ft. (8 squares), fly 60 ft. (average)
Armor Class	28 (-1 size, +3 Dex, +16 natural), touch 12, flat-footed 25
Base Attack/Grapple	+15/+29
Attack	Claw +25 melee (2d6+5) or bite +25 melee (3d6+10/19-20)
Full Attack	2 claws +25 melee (2d6+5) and bite +20 melee (3d6+10/19-20)
Space/Reach	10 ft. /10 ft.
Special Attacks	*Meteor swarm*, paralyzing gaze, roar, spell-like abilities
Special Qualities	Damage reduction 15/lawful or magic, darkvision 120 ft., immunity to acid, paralysis, poison and *sleep* effects, low-light vision, regeneration 10, resistance to cold 20, electricity 20 and fire 20, spell resistance 25, *summon wretch*, unnatural aura
Saves	Fort +15, Ref +12, Will +12
Abilities	Str 31, Dex 16, Con 22, Int 19, Wis 17, Cha 21
Skills	Concentration +24, Intimidate +23, Jump +28, Knowledge (the planes) +22, Knowledge (arcana) +22, Knowledge (religion) +22, Listen +21, Search +22, Sense Motive +21, Spot +21, Spellcraft +22, Use Magic Device +23
Feats	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (bite), Power Attack
Environment	The Abyss
Organization	Solitary or cult (1 daemonlord, 2-12 daemon warriors, 3-30 chaos wretches)
Challenge Rating	15
Treasure	Standard
Alignment	Always chaotic evil
Advancement	16-20 HD (Huge); 21-45 HD (Gargantuan)
Level Adjustment	—

Other Spell-Like Abilities: At will–*detect law, magic circle against law*; 3/day–*call lightning storm* (DC 20), *chaos hammer* (DC 19), *stinking cloud* (DC 18), *teleport*; 1/day–*control weather, greater teleport, reverse gravity*. Caster level 15th.

Paralyzing Gaze (Su): Range 30 feet, Will DC 22 negates. A creature who fails the saving throw is paralyzed for 2d6 rounds. The save DC is Charisma-based.

Roar (Su): A daemonlord can roar once every 1d4 rounds. Each roar releases a blast in a 60 ft. cone that deafens all those within the cone's area (Fortitude DC 22 negates). The save DC is Charisma-based.

***Summon Wretch* (Sp):** Three times a day, a daemonlord can automatically summon 4d10 carrion wretches, 3d8 cedar wretches, or 3d6 sand wretches providing it has the raw materials present (corpses, trees, and sand respectively). The daemonlord can also summon them at great range in combination with its meteor swarm ability (see above). This ability is the equivalent of an 8th-level spell.

Regeneration (Su): Damage from a divine source (including clerical spells and a paladin's smite ability) deals normal damage to a daemonlord. In addition, any individual who witnesses the summoning of a daemonlord from the Abyss deals normal damage to a daemonlord, effectively ignoring its regeneration ability.

If a daemonlord loses a limb or body part, the missing portion regrows in 3d6 minutes. A dae-

monlord can reattach a severed limb instantly by holding it to the stump.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a daemonlord at a distance of 150 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

A daemonlord's unnatural aura also causes food and drink within 150 feet to become spoiled. Food and drink of a magical nature (including potions) is allowed a saving throw (DC 22) to avoid this effect. The save DC is Charisma-based.

Summoning a Daemonlord

Daemonlords appear on Krynn through the use of a series of rituals that involve the sacrifice of at least a dozen humanoid victims and the casting of a greater planar ally and spell, often from an item specifically designed for this purpose. Other means are possible, such as long-forgotten summoning chambers, the actions of crazed Chaos cultists or daemon warriors, or even opening an iron flask. Whoever is present when a daemonlord is summoned, however, is the daemonlord's first target. It will immediately attempt to kill all who witnessed the event, as they will be the only individuals who can seriously harm it.

Daemon Warrior

Medium Undead (Chaotic, Evil, Extraplanar)



This is a seven-foot tall humanoid creature with a nightmarish face like that of a gargoyle. It is dressed from head to toe in glossy black plate armor, with spikes and barbs at the joints and shoulders, and ringing its open-faced helmet. The creature carries an enormous two-handed sword. Its eyes shine with a reddish-orange light.

Daemon warriors are the soldiers of Chaos, created by the mad god from souls of the dead trapped in torment within the Abyss.

A daemon warrior's natural form is a frightening gargoyle-like creature with fangs, claws, and armor that seems bonded to its gray, lifeless skin. However, when seen they tend to shift and change, acquiring certain features out of the minds of those who look upon them. Whatever form they manifest, a daemon warrior's eyes glow with a blasphemous reddish-orange light and it moves with an uncanny grace and speed.

Daemon warriors speak Common and Infernal. They do not communicate with anyone but each other or their fire dragon mounts, having no need to express themselves to those they intend to slay.

Combat

A daemon warrior's existence is devoted to spreading terror and destruction in the name of Chaos. Though usually found in groups, they abhor organization and order, and have little to no tactical discipline. Daemon warriors instead rush in to combat, slaying anyone they come across, often disengaging at random to deal a blow to another foe.

Daemon warriors are sometimes encountered riding young adult or older fire dragons as mounts. These fire dragons act in accordance with Chaos' wishes, and have no real loyalty to their riders.

A daemon warrior's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Fear Aura (Su): Daemon warriors constantly manifest the traits and features of their opponent's worst nightmares. Creatures within 30 feet who look at the daemon warrior must succeed on a DC 16 Will save or be affected as though by a fear spell cast by a 5th-level sorcerer. A creature that successfully saves cannot be affected again by the same daemon warrior's fear aura for 24 hours. The DC is Charisma-based and has a +2 racial bonus.

Smite Law (Su): Twice a day, a daemon warrior can make a normal melee attack against a

Daemon Warrior

Hit Dice	5d12 (32 hp)	Abilities	Str 17, Dex 19, Con —, Int 13, Wis 13, Cha 15
Initiative	+4	Skills	Intimidate +10, Listen +9, Ride +12, Search +9, Spot +9
Speed	30 ft. (6 squares), fly 60 ft. (perfect)	Feats	Combat Reflexes, Mounted Combat
Armor Class	20 (+4 Dex, +6 natural), touch 14, flat-footed 16	Environment	The Abyss
Base Attack/Grapple	+2/+5	Organization	Squad (2-5), patrol (6-10) or horde (11-20)
Attack	Greatsword +5 melee (2d6+3/19-20) or claw +5 melee (1d8+3) or bite +5 melee (1d6+1)	Challenge Rating	4
Full Attack	Greatsword +5 melee (2d6+3/19-20) or 2 claws +5 melee (1d8+3) and bite +0 melee (1d6+1)	Treasure	Standard
Space/Reach	5 ft. /5 ft.	Alignment	Always chaotic evil
Special Attacks	Fear aura, smite law	Advancement	6-10 HD (Medium); 11-15 HD (Large)
Special Qualities	Damage reduction 10/lawful or magic, darkvision 60 ft., death throe, immunity to fire, spell resistance 12, turn resistance +4, undead traits	Level Adjustment	—
Saves	Fort +1, Ref +5, Will +5		

lawful opponent with a +2 bonus to the attack roll that deals 5 extra points of damage.

Death Throe (Su): A daemon warrior that is reduced to 0 hit points or less immediately explodes, dealing 5d6 points of fire damage to all creatures within 5 feet. Affected creatures can attempt a DC 14 Reflex save to take half damage. This blast also destroys the weapon used to deal the killing blow, if any. Magical weapons are allowed a saving throw (DC 14) to negate this effect. If the killing blow was a natural weapon or unarmed attack, the creature who delivered it takes half again as much fire damage from the explosion unless it succeeded its saving throw, in which case it takes normal damage.

Daemon Warrior Weaknesses

Daemon warriors are extremely difficult to kill, unless their opponents are backed by the power of the gods of Krynn. As extensions of Chaos' will, they are anathema to all of the gods, whether good, evil or neutral. As such, they possess a number of weaknesses.

Blessed Weapons: Any character who is the subject of a *bless* spell or whose weapon has been the target of a *bless weapon* spell automatically scores a critical threat on a daemon warrior if he hits, regardless of the weapon's threat range, and the critical multiplier of the weapon improves by one (x2 becomes x3, x3 becomes x4, etc). Aligned weapons with the axiomatic, holy or unholy qualities are also considered blessed weapons for these purposes. If a daemon warrior is killed by an attack with one of these weapons it still explodes in flames and the weapon may be destroyed.

Holy water: Holy water deals twice as many points of damage to a daemon warrior as it does to standard undead (4d4 on a direct hit, or 2 points if within 5 feet).

Medallions of Faith: A cleric's *medallion of faith* is a potent weapon against a daemon warrior. If a cleric with a *medallion of faith* is in favor with her deity (does not need atonement, gains clerical spells, etc) she may attempt a melee touch attack against the daemon warrior with the medallion. A successful attack deals 1d6 points of damage per cleric level, bypassing damage reduction. If the attack was a critical hit, this damage is doubled. The *medallion of faith* is destroyed in the process. Sword knights, Skull knights, and other characters with clerical powers that possess medallions of faith may also attempt this attack. Daemon warriors who are destroyed by this attack do not explode in flames.

Raise Dead: Because daemon warriors are culled from the souls of once-living beings, it is

possible to free them of Chaos' torment. If a *raise dead* spell is cast on a daemon warrior, it acts as a *slay living* spell on the creature, either killing it or dealing damage. Daemon warriors who are slain in this way do not explode in flames.

Demon, Malrauthin

Huge Outsider (Chaotic, Extraplanar, Evil)



This four-legged monster is covered in a thick and scaly maroon hide, and the lower halves of its clawed forelegs have a volcanic appearance. A sickly yellow-white mane runs trails down its back, and a long spiny tail extends from its haunches.

Malrauthins are foul creatures of the Abyss who thrive on spreading undeath, a trait that has led many to suspect that Chemosh had a hand in their creation.

A malrauthin resembles an overgrown demonic attack dog. This bestial and feral appearance hides an intelligence that, though rudimentary for such a powerful demon, is well above that of the average human. A malrauthin is about 20 feet long and weighs about 6,000 pounds.

It is rare that a malrauthin is seen on the Material Plane, though powerful dark spellcasters will use them on occasion through the form of a gate or greater planar ally spell.

Malrauthins speak Abyssal, Celestial, and Draconic.

Combat

Malrauthins start battle by targeting the creature that appears to be the most well-armed and biting at it in an attempt to snatch it up. With the creature in its mouth, it will attempt to put some distance between itself and any other foes and use its breath weapon–a foul caustic fluid that corrupts flesh and causes it to become gray and lifeless.

A malrauthin's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 30-foot cone, once per hour, damage 3d6 Con, Reflex DC 24 half. Opponents reduced to 0 Constitution by this breath weapon rise as bodaks on the next round. This is a negative energy effect. The save DC is Constitution-based.

Heat (Ex): A malrauthin's body generates intense heat, dealing 2d6 points of fire damage o anyone who touches or is touched by the malrauthin.

Burn (Ex): When a malrauthin hits with its natural weapons, the opponent must succeed on a DC 24 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Putrefying Blood (Su): Whenever an opponent within 10 feet of the malrauthin deals damage to it with a slashing or piercing weapon, he must make a Reflex save against DC 24 or take 1d4 points of Constitution damage as the malrauthin's blood splatters him. Success negates all damage. A creature reduced to 0 Constitution rises as a bodak on the next round. This is a negative energy effect. The save DC is Constitution-based.

Spell-Like Abilities: At will–*create undead, detect good, forbiddance* (DC 22), *protection from arrows* (DC 18), *shield*; 3/day–*acid fog* (DC 22), *blasphemy* (DC 23), *fireball* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *horrid wilting* (DC 24), *unholy blight* (DC 20), *wail of the banshee* (25). Caster level 17th. The Save DCs are Charisma-based.

Malrauthin

Hit Dice	17d8+102 (178 hp)
Initiative	+10
Armor Class	28 (-2 size, +6 Dex, +14 natural), touch 14, flat-footed 22
Base Attack/Grapple	+17/+33
Attack	Bite +23 melee (2d6+8 plus 2d6 fire)
Full Attack	Bite +23 melee (2d6+8 plus 2d6 fire) and 2 claws +21 melee (1d8+4 plus 2d6 fire) and tail +21 melee (2d6+4 plus 2d6 fire)
Space/Reach	15 ft. /10 ft.
Special Attacks	Breath weapon, burn, heat, putrefying blood, spell-like abilities
Special Qualities	Damage Reduction 15/cold iron and good, darkvision 60 ft., immunity to acid, fire, and poison, telepathy 100 ft.
Saves	Fort +16, Ref +16, Will +11
Hit Dice	17d8+102 (178 hp)

Abilities	Str 27, Dex 23, Con 22, Int 13, Wis 12, Cha 22
Skills	Bluff +26, Climb +28, Escape Artist +26, Intimidate +28, Jump +28, Knowledge (the planes) +21, Listen +21, Spot +21, Survival +21 (+23 when on other planes)
Feats	Empower Spell-Like Ability (fireball), Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (unholy blight), Snatch
Environment	The Abyss
Organization	Solitary or entourage (1 malrauthin and 2-6 bodaks).
Challenge Rating	16
Treasure	None
Alignment	Always chaotic evil
Advancement	18-34 HD (Huge); 35-51 HD (Gartantuan)
Level Adjustment	—

Eyewing

Large Outsider (Evil, Lawful)

This creature resembles a five-foot tall egg covered in coarse, shaggy black and brown fur. It has large, bat-like wings and a rat-like tail that ends in a stinger. A large blood-red eye stares out of the middle of its body, constantly weeping blue tears.

Eyewings are commonly referred to as the "vermin of the Abyss" by Krynn's arcane spellcasters. A summoned eyewing will stay on the Material Plane even after the spell that brought it is long over.

An eyewing has a furry egg-shaped body supported by a pair of bat-like wings, each with three claws at the tip. Its fur is matted and stained by the tears that constantly soak into it from its one large central eye.

Though fairly unintelligent, the eyewings know better than to attack their summoner, as such actions would dissuade future spellcasters from summoning them. In fact, they often become loyal servants to the one that summoned them, and take great glee in whatever vile acts their master set them on.

An eyewing can be summoned from the Abyss with a summon monster II spell (see Dimensional Cling, below).

Eyewings speak Infernal, but usually communicate through telepathy.

Combat

Eyewings fly into battle, first sending a tear at their opponents, and then closing the distance to lash at a single opponent with both claws and



sting with its tail. It often takes advantage of the extra caution exercised by adventurers who think that its wyvern-like tail contains a poison. An eyewing reduced to one-quarter of its hit points will do everything in its power to flee the battle.

Tear (Ex): The eye of an eyewing continually produces a caustic blue fluid. Those within 5 feet of the eyewing must succeed at a DC 14 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based. A creature that succeeds its saving throw cannot be affected again by the eyewing's tear for 24 hours.

Once per hour, as a full attack action, an eyewing can project a tear at opponents. Treat this as a splash weapon with a range increment of 10 feet. A creature that takes direct hit damage from this attack takes 1d4 acid damage plus 1d4 points of Intelligence damage. A successful DC 14 Fortitude save negates the Intelligence damage. The save DC is Constitution-based. Creatures not hit directly take only the acid damage.

Dimensional Cling (Su): If an eyewing is summoned through the use of a *summon monster* spell, it remains on the Material Plane after the spell's duration has ended, and is no longer under control of the wizard who summoned it.

Skills: Eyewings have a +8 racial bonus on Listen and Spot checks.

Eyewing

Hit Dice	3d8+3 (12 hp)
Initiative	+6
Speed	5 ft. (1 square), fly 60 ft. (good)
Armor Class	17 (-1 size, +6 Dex, +2 natural), touch 15, flat-footed 11
Base Attack/Grapple	+3/+9
Attack	Claw +9 melee (1d6+2)
Full Attack	2 claws +9 melee (1d6+2) and sting +4 melee (1d6+2) or tear splash +9 ranged (1d4 acid plus 1d4 Int)
Space/Reach	10 ft./5 ft.
Special Attacks	Tear
Special Qualities	Darkvision 60 ft., dimensional cling, telepathy 90 ft
Saves	Fort +4, Ref +9, Will +4
Abilities	Str 14, Dex 22, Con 13, Int 5, Wis 12, Cha 8
Skills	Escape Artist +12 , Hide +12, Listen +17, Move Silently +12, Spot +17
Feats	Ability Focus (tear), Weapon Finesse
Environment	The Abyss
Organization	Solitary, wing (2-4), or infestation (10-20)
Challenge Rating	1
Treasure	None
Alignment	Always lawful evil
Advancement	4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment	—

Elemental Minions

Elemental minions are warriors called from the elemental planes to serve mortal masters. They are loyal, take orders well, and respect authority and order. Many accounts place them as evil and wicked creatures, but this is not strictly true; a minion is only as malicious as its master commands.

An elemental minion is composed of earth, air, fire, or water. All of them resemble warriors and carry what appear to be weapons and shields. Their fighting style and overall attitude toward combat varies by element.

Elemental minions have been summoned throughout Krynn's history to serve both wizards and clerics. They are favored by the clerics of Neutrality, who rely on elemental creatures in the absence of celestial or infernal allies. All Wizards of High Sorcery are familiar with the existence of these creatures, and they make excellent short-term guards, lieutenants, or even assassins.

An elemental minion can be summoned by the use of a lesser planar ally spell, or a lesser planar binding. Elemental minions are not as hostile or resistant to service as other elementals and outsiders, so the Charisma check a wizard or sorcerer makes when trying to compel the minion into service with lesser planar binding gains a +4 morale bonus.

Elemental minions speak Common and the language of their elemental plane of origin–Auran, Aquan, Ignan, or Terran.

Elemental minions live for battle and conflict. They are mercenaries without peer, following directions to the letter. They work well within a group of other soldiers, aware of the importance of tactics and leadership. With no rangeed attacks, elemental minions always melee.

Elemental Healing (Su): All minions are considered to have fast healing 5 when they are fully surrounded by or immersed in their element.

Elemental Equipment (Su): Elemental minions are capable of forming the equivalent of armor, weapons, and other items from the elemental substance of which they are made. Elemental weapons have specific magical qualities depending on the type of minion; the details of these weapons are described in the individual entries. A minion's equipment is destroyed when separated from its owner or if the minion is killed. Disarming an elemental minion only temporarily impedes the minion's progress, as it can simply reform any lost item and continue. This is the equivalent of drawing a weapon, and does not provoke an attack of opportunity. All equipment, regardless of its apparent nature, has a hardness of 10 and 15 hit points.

Air Minion

Large Elemental (Air, Extraplanar)

This humanoid creature appears to be made of swirling vapors and condensed clouds colored white and blue. It has a thin, translucent, rapier-like weapon in one hand and a disk-like shield in the other, apparently extensions of its body. Its features are vague and indistinct, with only bright blue spots of light for eyes and a shadow for a mouth.



Air minions are masters of aerial combat. They relish fast-moving battles and orders that call for them to challenge flying opponents.

Air minions look like humanoid clouds or whirlwinds, and are usually between seven and nine feet tall. They are typically quick-thinking and witty beings, likely to engage in witty banter and sarcasm in the middle of a fight. Their voices are high-pitched and rapid.

Combat

Air minions are chosen for their speed and aerial combat expertise. Their weapon of choice is the rapier, and they favor a quick, nimble fighting style that emphasizes their airy natures.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air minion.

Air Minion

Hit Dice	6d8+6 (33 hp)
Initiative	+4
Speed	Fly 90 ft (perfect) (18 squares)
Armor Class	17 (-1 size, +4 Dex, +3 natural, +1 small shield), touch 13, flat-footed 13
Base Attack/Grapple	+4/+10
Attack	+1 keen rapier +8 melee (1d8+3/15-20)
Full Attack	+1 keen rapier +8 melee (1d8+3/15-20)
Space/Reach	10 ft. /10 ft.
Special Attacks	Air mastery
Special Qualities	Damage reduction 5/—, darkvision 60 ft., elemental healing (air), elemental traits
Saves	Fort +3, Ref +9, Will +2

Abilities	Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 12
Skills	Bluff +10, Listen +9, Sense Motive +9, Spot +9
Feats	Combat Reflexes, Flyby Attack, Weapon Finesse
Environment	Elemental Plane of Air
Organization	Solitary, pair, or squad (3-6)
Challenge Rating	4
Treasure	None
Alignment	Always lawful neutral
Advancement	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment	+3 (cohort)

Earth Minion

Large Elemental (Earth, Extraplanar)



This creature is a shambling humanoid-shaped creature of rock and dirt and carries a heavy, block-headed hammer that appears to be an extension of its body. Its head is crudely cut into the form of a closed-faced helmet, anonymous and menacing.

Earth minions are experts at using brute force to achieve results. They enjoy being assigned to duties that involve pounding opponents into the ground or setting up fortifications and defenses for troops.

Earth minions appear to be humanoids made of soil and stone and when not hunched over will reach to a height of almost ten feet. They are slow and deliberate in manner and not very talkative. When they do speak it is with a low, grinding voice.

Combat

Earth minions are chosen for their ability to deal a lot of damage. Their manifested weapon of choice is the warhammer, which they always wield with two hands to deal maximum damage.

Earth Mastery (Ex): An earth minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the minion takes a –4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

Earth Minion

Hit Dice	6d8+12 (39 hp)
Initiative	+1
Speed	20 ft. (8 squares), burrow 40 ft.
Armor Class	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple	+4/+12
Attack	+1 mighty cleaving warhammer +8 melee (2d6+7/x3)
Full Attack	+1 mighty cleaving warhammer +8 melee (2d6+7/x3)
Space/Reach	10 ft. /10 ft.
Special Attacks	Earth mastery
Special Qualities	Damage reduction 5/—, darkvision 60 ft., elemental healing (earth), elemental traits, tremorsense 60 ft.
Saves	Fort +7, Ref +3, Will +2
Abilities	Str 18, Dex 12, Con 14, Int 14, Wis 10, Cha 12
Skills	Intimidate +10, Listen +9, Sense Motive +9, Spot +9
Feats	Cleave, Improved Bull Rush, Power Attack
Environment	Elemental Plane of Earth
Organization	Solitary, pair, or squad (3-6)
Challenge Rating	4
Treasure	None
Alignment	Always lawful neutral
Advancement	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment	+3 (cohort)

Fire Minion

Large Elemental (Extraplanar, Fire)



This tall humanoid is composed entirely of orange and yellow flame. It brandishes a flaming sword that seems to be an extension of its fiery body. A disk of fire acts as a shield on the other arm. It has no discernable features apart from white-hot spots of light that might be its eyes.

Fire minions are skilled marauders. They prefer surprise tactics and slash-and-burn warfare, striking suddenly and with precision.

Fire minions appear to be humanoid firestorms, ranging from seven to nine feet in height. They move in quick flickering motions, never remaining still. Because of their radiant heat, fire minions usually keep clear of other soldiers and warriors with whom they are assigned, and therefore prefer to be given solo tasks or duties which have them working with other fire minions. Fire minions speak in hissing, sibilant tones when they choose to talk at all.

Combat

Fire minions typically set things on fire during a battle, especially dry or flammable objects, to put their opponents off-balance and to inflict maximum destruction. Their manifested weapon of choice is a flaming longsword, with which they possess a considerable degree of precise and insightful skill.

Heat (Ex): Merely touching or being touched by a fire minion automatically deals 2d4 fire damage.

Burn (Ex): When a fire minion hits with its slam attack, the opponent must succeed on a DC 14 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Fire Minion

Hit Dice	6d8+6 (33 hp)
Initiative	+3
Speed	40 ft. (8 squares)
Armor Class	17 (-1 size, +3 Dex, +4 natural, +1 small shield), touch 12, flat-footed 14
Base Attack/Grapple	+4/+11
Attack	+1 flaming longsword +8 melee (2d6+4/19-20 plus 1d6 fire) or +7 slam (1d6+3 plus 2d4 fire)
Full Attack	+1 flaming longsword +8 melee (2d6+4/19-20 plus 1d6 fire) and +2 slam (1d6+3 plus 2d4 fire)
Space/Reach	10 ft. /10 ft.
Special Attacks	Heat, burn
Special Qualities	Damage reduction 5/—, darkvision 60 ft., elemental healing (fire), elemental traits
Saves	Fort +3, Ref +8, Will +3
Abilities	Str 16, Dex 16, Con 12, Int 14, Wis 10, Cha 12
Skills	Intimidate +10, Listen +9, Sense Motive +9, Spot +9
Feats	Dodge, Mobility, Weapon Focus (longsword)
Environment	Elemental Plane of Fire
Organization	Solitary, pair, or squad (3-6)
Challenge Rating	4
Treasure	None
Alignment	Always lawful neutral
Advancement	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment	+3 (cohort)

Water Minion

Large Elemental (Extraplanar, Water)



This creature looks like a fountain of foaming blue-green water that holds a vaguely humanoid shape. It has no legs, just a swirling column of water, but it does have arms holding a greataxe that appears to be an extension of its body. It has a bullet-shaped head with a spray of water fanning out in a crest behind it, and dark blue spots for eyes.

Water minions are peerless waterborne fighters. They are most comfortable being sent on retrieval missions and in battles where the capture of prisoners is important.

A water minion looks like a humanoid fountain of water almost eight feet tall. Fluid and graceful, they are equally at home coasting along the tops of bodies of water or fully submerged. When they speak, they have soft and sonerous voices that sound surprisingly calming.

Combat

Water minions abhor violence, which seems quite at odds with their physical strength and choice of manifested weapon. Because their attacks can be non-lethal, they almost always seek to render foes unconscious and take prisoners.

Water Mastery (Ex): A water minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching water. If an opponent is touching the ground, the minion takes a –4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

Water Minion

Hit Dice	6d8+12 (39 hp)
Initiative	+2
Speed	30 ft. (6 squares), swim 90 ft.
Armor Class	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple	+4/+11
Attack	+1 merciful greataxe +8 melee (3d6+5/x3 or 4d6+5/x3 non-lethal)
Full Attack	+1 merciful greataxe +8 melee (3d6+5/x3 or 4d6+5/x3 non-lethal)
Space/Reach	10 ft. /10 ft.
Special Attacks	Water mastery
Special Qualities	Damage reduction 5/—, darkvision 60 ft., elemental healing (water), elemental traits
Saves	Fort +7, Ref +4, Will +2
Abilities	Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 12
Skills	Diplomacy +10, Listen +9, Sense Motive +9, Spot +9
Feats	Improved Overrun, Power Attack, Weapon Focus (greataxe)
Environment	Elemental Plane of Water
Organization	Solitary, pair, or squad (3-6)
Challenge Rating	4
Treasure	None
Alignment	Always lawful neutral
Advancement	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment	+3 (cohort)

Imp, Vapor

Tiny Outsider (Air, Native, Water)



This two-foot tall humanoid's skin is red, with a protruding belly. It sports harlequin-like features and a pair of curved horns. A red mist perpetually oozes from its body.

Vapor imps are descendents of regular imps who passed from the Abyss to Krynn when the First Cataclysm struck. They are more commonly known throughout Ansalon as Blood Sea imps for the body of water that they are most frequently found in. Since the cessation of the Maelstrom, however, vapor imps have begun to migrate into other waters as well.

Vapor imps are cruel and vicious creatures that live only to cause destruction to unsuspecting vessels. Their skin is a slick crimson color, and their facial features are exaggerated, as they smile in a perpetual toothy grin that falls beneath their large and bulbous nose. They are almost 2 feet tall, and weigh around 20 pounds.

Vapor imps constantly cackle and groan and scream, and as such cannot speak any languages. On the rare occaision that they need to communicate with other creatures, they use telepathy.

Combat

Vapor imps are malevolent creatures that seldom attack individuals with the intention of doing direct harm. They prefer to coalesce onto a ship and materialize all at once with the intention of ruining the ship and stealing any valuables onboard. The imps carry on their business, ignoring anybody who doesn't interfere. Should their victims try to stop the imps, they swarm the creature and attack it or push it off the edge of the boat.

Hit Dice	2d8+2 (11 hp)
Initiative	+3
Speed	20 ft. (4 squares), Swim 30 ft.
Armor Class	15 (+2 size, +3 Dex), touch 13, flat-footed 12
Base Attack/Grapple	+2/-9
Attack	Touch +1 melee (1d4 cold)
Full Attack	2 touch +1 melee (1d4 cold) and sting –1 melee (1d2-3 plus 1d4 cold)
Space/Reach	2-1/2 ft. /0 ft.
Special Attacks	Cold
Special Qualities	*Gaseous form*, immunity to electricity, spontaneous generation, telepathy 100 ft.
Saves	Fort +4, Ref +6, Will +2
Abilities	Str 6, Dex 17, Con 12, Int 10, Wis 9, Cha 15
Skills	Balance +10, Bluff +7, Climb +10, Escape Artist +8, Hide +8, Spot +4, Swim +2, Tumble +8
Feats	Multiattack
Environment	Warm aquatic
Organization	Mob (10-100)
Challenge Rating	1
Treasure	None
Alignment	Always chaotic evil
Advancement	3-6 HD (Tiny)
Level Adjustment	+3

Cold (Ex): A vapor imp's body generates intense cold, causing opponents to take an extra 1d4 points of cold damage every time the creature succeeds on a touch or sting attack. Creatures attacking a vapor imp unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

***Gaseous Form* (Sp):** At will–as the spell. Caster level 5th.

Spontaneous Generation (Ex): Whenever a vapor imp is hit by an attack that deals electrical damage, it makes a DC 15 Constitution check. On a success, the imp reproduces, generating an exact duplicate of itself. On a failure, nothing happens.

Skills: A vapor imp gains a +8 racial bonus on all Climb checks. It also gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Razhak

Large Elemental (Earth)

This is a broad-shouldered humanoid made entirely of gray rock. It stands somewhat like a gorilla, with large, thick-fingered hands and oversized feet.

Razhaks are creatures composed entirely of stone that possess a curious interest about the affairs of the mortal races of Krynn. They enjoy observing the fleshy races in their day-to-day life, often using their powers to change shape into a boulder and hide from those whom they observe.

Razhaks are found in areas around underground settlements such as the various dwarven realms. Few dwarves know of the truth about the razhaks' existence. Those who do view the razhaks as "stone spirits" created by Reorx to watch over his chosen people.

Razhaks resemble hulking behemoths carved out of stone, and are often a stone-gray color, although they can be found in colorations resembling almost any ore found on Krynn. In their natural form, they are 15 feet tall and weigh well over two tons.

Razhaks have deep, sonorous voices and speak Common and Terran.

Combat

Razhaks are peaceful by nature, and as such prefer not to engage in combat. However, once they do join the fray, they are fearsome fighters, using their amorphous form to grow an extra pair of arms that grant them additional attacks.

Amorphous Form (Su): A razhak is able to alter its earthen shape. At will, the razhak can turn into any sort of mineral shape. The effects allow the razhak to change itself in a manner that resembles the stone shape spell cast as a sorcerer with a level equal to its Hit Dice. As a full-round



Razhak

Hit Dice	20d8+160 (250 hp)	Abilities	Str 25, Dex 8, Con 27, Int 14, Wis 13, Cha 16
Initiative	+3	Skills	Diplomacy +20, Hide +12, Knowledge (History) +14, Listen +13, Sense Motive +21, Spot +18
Speed	30 ft. (6 squares)	Feats	Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Sense Motive), Weapon Focus (slam)
Armor Class	26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26	Environment	Any underground or mountains
Base Attack/Grapple	+15/+26	Organization	Solitary
Attack	Slam +22 melee (2d8+7)	Challenge Rating	14
Full Attack	2 slams +22 melee (2d8+7)	Treasure	None
Space/Reach	10 ft. /10 ft.	Alignment	Usually lawful neutral
Special Attacks	—	Advancement	21-40 HD (Large); 41-60 HD (Huge)
Special Qualities	Amorphous form, damage reduction 15/adamantine, darkvision 60 ft., earth glide, elemental traits, regeneration 10, telepathy 100 ft.	Level Adjustment	—
Saves	Fort +17, Ref +7, Will +9		

action, the razhak can also use this ability to shift its arms around and grow two more arms, gaining an additional slam attack for each new arm when taking a full attack action. Each new arm also reduces the razhak's speed by 10 feet.

Earth Glide (Ex): A razhak can glide through stone, dirt, or almost any other sort of earth, except metal, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing razhak flings the razhak back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Regeneration (Ex): Acid deals normal damage to a razhak. If a razhak loses a limb or a body part, the lost portion reforms in 1d6 rounds. If a razhak is removed from contact with earth or any other mineral surface such as by a levitate spell, all damage suffered is normal damage and it cannot reform limbs.

Razhak Society

Razhaks are mostly solitary creatures that keep to underground realms such as Thorbardin and Thoradin, though they can also be found in mountainous areas. Razhaks in remote locations will occasionally come in contact with one another to exchange information about what they have observed in recent centuries. Those who find themselves congregating around populated areas such as the various dwarven settlements come into contact quite frequently, though ultimately each prefers to maintain some level of isolation from the others of its kind most of the time. On occasion, a razhak will allow itself to be seen by adventurers that it considers curiosities and even interact with them.

There is very little that can be likened to a true society among the razhak. Because of their extremely long lives, the razhak traditionally did little to aid in all but the most catastrophic of events such as the Chaos War. Even then, they made sure to help in subtle ways that went unnoticed by the dwarves. The traditional attitude was that the lives of the lesser races moved too fast, and all actions were taken at too accelerated of a rate to think of the long-term outcome. However, the tumult and rapid changes that have followed the Chaos War into the Age of Mortals has made the razhak rethink their level of involvement with worldly affairs, lest they get left in the past while methodically planning.

6. Undead of Krynn

Some of the most terrifying opponents in a DRAGONLANCE campaign are already dead! Creatures such as Lord Soth and his ilk spread waves of fear at the very mention of their names. Undead can be created through traditional means or might be the result of a terrible curse, and always make memorable opponents for adventures upon Krynn. Keep in mind that without a cleric, a Knight of the Sword, or a mystic with the Sun domain, dealing with undead may present more of a threat to an adventuring party than if they had those types of characters.

Ankholian Undead

LARGE UNDEAD



Ankholian undead are the result of imbuing standard undead with the properties of a fireshadow. All ankholian undead can be spotted by the eerie green glow of their bones that manages to shine even through flesh, casting a slight pale-green illumination all about the creature. In addition to the light provided by the glowing green bones, the undead creature is sheathed in an aura of heat so great that it burns anything that come in contact with it. Those who fight ankholian undead often prepare against fire, and are in for a surprise when the monster unleashes its breath weapon that–despite a resemblance to green flame–deals cold damage.

Texts found in the libraries of the Towers of High Sorcery at Wayreth say that the ankholian undead first arose early on during the Age of Might when a wizard named Ankholus attempted to create a fireshadow. These texts state that Ankholus, though powerful, had a limited understanding of planar entities and assumed that the fireshadow was an undead creature that could be easily recreated. The fate of Ankholus was never made clear, though the texts speculate that he, too, succumbed to an ankholian form of undeath as a lich.

Ankholian undead speak any languages used by their standard undead counterparts.

Sample Ankholian Undead

The creature is a shambling, half-rotten corpse of something that has the body of a large bear but the eyes and beak of an owl. A strange green glow radiates from beneath its fur and exposed bones.

Here is an example of an ankholian undead that uses an owlbear zombie as the base creature.

Combat

Ankholian owlbear zombies attack mindlessly, combining the use of their breath weapon with other attacks at random. The Reflex save against this ankholian owlbear's contaminate undead has a DC of 12.

Breath Weapon (Su): 30-ft. cone, damage 6d8 cold, Reflex DC 12 half. Usable once per minute.

Single Actions Only (Ex): Ankholian owlbear zombies have poor reflexes and can perform only a single move action or attack action each round. An ankholian owlbear zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Creating Ankholian Undead

"Ankholian undead" is an acquired template that can be added to any corporeal undead creature (referred to hereafter as the base creature).

An ankholian undead uses all the base creature's statistics and special abilities as noted.

Size and Type: Size and type remain unchanged.

Armor Class: The base creature's natural armor bonus improves by +2.

Special Attacks: An ankholian undead retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the ankholian undead's HD + ankholian undead's Cha modifier unless otherwise noted.

Ankholian Owlbear Zombie, Large Undead

Hit Dice	10d12+3 (68 hp)
Initiative	+0
Speed	30 ft. (6 squares; can't run)
Armor Class	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple	+5/+17
Attack	Bite +12 melee (1d8+8 plus 1d8 fire) or slam +12 melee (1d8+8 plus 1d8 fire)
Full Attack	Bite +12 melee (1d8+8 plus 1d8 fire) or slam +12 melee (1d8+8 plus 1d8 fire)
Space/Reach	10 ft. /5 ft.
Special Attacks	Breath weapon, contaminate undead, create spawn, heat
Special Qualities	Damage reduction 5/slashing, darkvision 60-ft., immunity to cold and fire, single actions only, undead traits
Saves	Fort +3, Ref +3, Will +7
Abilities	Str 27, Dex 10, Con –, Int –, Wis 10, Cha 5
Skills	–
Feats	Toughness
Environment	Any
Organization	Any
Challenge Rating	5
Treasure	None
Alignment	Always neutral evil
Advancement	None
Level Adjustment	–

Breath Weapon (Su): Ankholian undead gain the ability to breathe a 30-ft. cone of green flame that deals 6d8 points of cold damage. Creatures take half damage on a successful Reflex save. This ability is usable once every minute.

Contaminate Undead (Su): The breath weapon and heat aura of an ankholian undead also affects other undead in a unique way. When damaged by an ankholian undead's breath weapon or heat, corporeal undead creatures must succeed at a Reflex save or gain the ankholian undead template.

Create Spawn (Su): Any living creature slain by an ankholian undead becomes an ankholian undead zombie in 1d4 rounds. Spawn are under the command of the ankholian undead that created them and remain enslaved until its death, unless the creator itself is a mindless creature.

Heat (Ex): An ankholian undead's body generates intense heat, causing opponents to take an extra 1d8 points of fire damage every time the creature succeeds on a natural attack. Creatures attacking an ankholian undead unarmed or with natural weapons take this same fire damage each time one of their attack hits.

Special Qualities: An ankholian undead retains all the special qualities of the base creature and gains immunity to cold and fire.

Abilities: Increase from the base creature as follows: Str +4, Cha +4

Challenge Rating: Same as the base creature +2 (minimum 3).

Alignment: Any evil

Level Adjustment: Same as the base creature +3.

Knight Haunt

Medium Undead

A suit of knightly armor and accompanying sword and shield seems to float in the air independent of an actual body. A vague golden glow fills out the equipment in the absence of a wearer. The armor is patterned in swirling symbols and emblazoned across the breastplate is a stylized kingfisher, with a rose in one claw, a sword in the other, and a crown above it.

Knight haunts are the spectral remains of members of one of Krynn's knightly Orders whose spirits now inhabit the armor they bore in life.

A knight haunt looks like a floating suit of highly-polished and well-maintained armor, bearing a shield and weapon of similar quality. The type of armor, shield and weapon can vary depending on those borne by the knight when it was alive; the stat block represents a typically well-equipped example. A golden light forms the vague outline of the body of the knight, but no features can be distinguished.

Up until the Chaos War, almost all knight haunts were former Knights of Solamnia who, for some reason, were unable to leave their duties



behind after death. Many had fallen in battle and had unfinished business, while others remained after death as guardians of places which they had once sworn to defend. With the formation of the Knights of Takhisis, a few fallen individuals of that Order also rose as knight haunts. The War of Souls brought about a marked rise in the numbers of knight haunts from not only the Solamnics and Dark Knights, but rare members of the Legion of Steel. However, after the return of the gods and the opening of the Gate of Souls once more, these numbers dropped considerably.

All knight haunts are honorable, just, and continue to possess the knowledge of the code they held to when they were living. However, their undead nature has reduced them to a fraction of their living intelligence. Unfortunately for the knights, their minds are locked into a rigid state not unlike the hard steel of their plate armor, fixated on their undying task.

The knight haunt described in the stat block represents a former Knight of Solamnia. Other magic arms and armor are possible.

Knight Haunt

Hit Dice	8d12 (54 hp)
Initiative	+1
Speed	20 ft. (6 squares), fly 20 ft.
Armor Class	25 (+1 Dex, +2 deflection, +9 +1 full plate, +3 +1 heavy steel shield), touch 13, flat-footed 24
Base Attack/Grapple	+4/+6
Attack	+2 longsword +9 melee (1d8+4/19-20)
Full Attack	+2 longsword +9 melee (1d8+4/19-20)
Space/Reach	5 ft. /5 ft.
Special Attacks	Horrific appearance
Special Qualities	Damage reduction 5/adamantine, rejuvenation, spell-like abilities, spell resistance 14, +2 turn resistance, undead traits
Saves	Fort +2, Ref +3, Will +9
Abilities	Str 15, Dex 13, Con –, Int 6, Wis 17, Cha 15
Skills	Knowledge (nobility) +9, Knowledge (religion) +1, Move Silently +9, Ride +5
Feats	Honor-Bound, Mounted Combat, Weapon Focus (longsword)
Environment	Temperate plains
Organization	Solitary or unit (3-8)
Challenge Rating	7
Treasure	50% items plus +2 longsword, +1 full plate, and +1 heavy steel shield.
Alignment	Often lawful good
Advancement	8-16 HD (Medium)
Level Adjustment	—

Combat

Knight haunts retain all the skill and training they had in life, as well as the codes of conduct they once adhered to. They respect their opponents and many choose not to attack or threaten women, children, or the elderly. Those knight haunts who have sworn to defend a location or an individual will fight unerringly to protect their charge.

Horrific Appearance (Su): Any living creature within 60 feet that views a knight haunt must make a successful DC 16 Fortitude save or immediately take 1d4 points of Strength damage. The save DC is Charisma-based. A creature that successfully saves against this effect cannot be affected by the same knight haunt's horrific appearance for the next 24 hours.

Rejuvenation (Su): A knight haunt that is destroyed will usually restore itself at the rise of the next full moon that corresponds to its alignment (Solinari if good, Lunitari if neutral, or Nuitari if evil). Knight haunts whose armor or weapons have been taken may attempt to manifest within the armor with a successful DC 16 level check (1d20 + knight haunt HD). If the armor is being worn by another person, it immediately falls apart and then reforms around the knight haunt's spirit. If the knight haunt's weapon or shield is being carried by another person, the knight haunt can attempt to wrest it free with a successful Charisma check opposed by the bearer's Strength check.

Pouring holy water on the armor, or casting a hallow spell upon the area where the knight haunt was destroyed, frees the knight haunt from its undeath and allows it to pass out of the world and through the Gate of Souls.

Spell-Like Abilities: At will–*detect chaos, detect evil, detect magic.* Evil knight haunts (such as former Knights of Takhisis) detect good instead of evil. Caster level 8th.

Shadow Wight

Medium Undead (Chaotic, Extraplanar, Incorporeal)



This is a menacing cloud of smoke and shadows that coalesces into a humanoid shape. Pinpricks of red light serve as eyes and its arms end in grasping claw-like hands.

A shadow wight is a horrid creation of Chaos. The first shadow wights were created from the slain souls of Knights of Solamnia and Takhisis as well as other dead spirits. The shadow wights' only goal is to spread nothingness–by wiping out the very memory of their victims, a process known as nullification by those scholars who study the creatures.

Despite their shadowy appearance, it's more accurate to describe shadow wights as simply being nothing–holes in the fabric of reality. Because of this unreal nature, despite their size, shadow wights weigh nothing at all.

Though shadow wights are commonly thought of as merciless destroyers, in the decades since the Chaos War scholars have realized that mercilessly nullifying all creatures from existence does not fully satisfy the creatures. Many shadow wights will use their touch to deal Charisma damage and intentionally keep from reducing their victims to a score of 0. Victims who are not fully nullified often lose memories as a result of the Charisma damage dealt by a shadow wight's attack. Reports from those who barely escaped say that shadow wights on the islands of Enstar and Nostar keep residents in certain towns in a manner befitting cattle–feeding off of them after they've had a chance to recover from previous Charisma loss. The exact reasons for this practice are still a mystery, as the shadow wights seem to derive some form of sustenance from these individuals.

Shadow wights use their telepathy to communicate with creatures and each other.

Combat

Shadow wights prefer to approach victims at night. If they can afford to attack one-on-one, they will first use their despairing visage ability on potential victims, and then proceed to drain the unresisting victim of his or her Charisma. They dislike natural sunlight (though are not harmed or negatively affected by it) and as such will not attack during the day unless some greater force compels them to do so.

Charisma Damage (Su): The touch of a shadow wight deals 1d8 points of Charisma damage to a living foe. A creature reduced to 0 Charisma by a shadow wight is subject to the oblivion ability. This is a negative energy effect.

Shadow Wight

Hit Dice	6d12 (39 hp)
Initiative	+7
Speed	30 ft. (6 squares), fly 50 ft. (good)
Armor Class	18 (+3 Dex, +5 Deflection), touch 18, flat-footed 15
Base Attack/Grapple	+3/—
Attack	Incorporeal touch +7 melee (1d8 Charisma)
Full Attack	Incorporeal touch +7 melee (1d8 Charisma)
Space/Reach	5 ft. /5 ft.
Special Attacks	Charisma drain, despairing visage, oblivion
Special Qualities	Damage reduction 10/magic or lawful, darkvision 60 ft., firelight powerlessness, fire vulnerability, incorporeal traits, spell resistance 17, telepathy 100 ft., +4 turn resistance, undead traits, unnatural aura
Saves	Fort +2, Ref +5, Will +6
Abilities	Str –, Dex 17, Con –, Int 14, Wis 13, Cha 21
Skills	Hide +12, Intimidate +14, Listen +12, Search +14, Sense Motive +10, Spot +12
Feats	Alertness, Improved Initiative, Weapon Focus (incorporeal touch)
Environment	Any
Organization	Solitary or cloud (2-20)
Challenge Rating	8
Treasure	None
Alignment	Always chaotic evil
Advancement	7-12 HD (Medium)
Level Adjustment	—

Despairing Visage (Su): A shadow wight can unnerve an opponent and cast him into doubt by looking into his eyes. The victim of the shadow wight's despairing visage ability sees the shadow wight appear as himself and tell the victim words that send it into a crippling depression. This is similar to a gaze attack except that the shadow wight must use a standard action, and those merely looking at it are not affected. Anyone the shadow wight targets must succeed on a DC 18 Will save or be reduced to cowering. On a successful saving throw, the target is still shaken. This is a mind-influencing fear effect.

Oblivion (Su): An opponent who has his Charisma reduced to 0 by a shadow wight vanishes, leaving only his clothing and possessions. All memory of him similarly vanishes from the minds of those who knew of or met him, as if he had never existed. He may not be raised, resurrected or otherwise restored, even with a *wish.*

Firelight Powerlessness (Ex): Shadow wights are powerless within the radius of bright illumination (see *d20 System core rules*) of any open source of flame and flee from it. A shadow wight caught in the illumination provided by fire cannot attack and can take only a single move or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a shadow wight at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked for as long as they are within that range.

Shadow Wight Weaknesses

Shadow wights are extremely difficult to kill, unless their opponents are backed by the power of the gods of Krynn. As extensions of Chaos' will, they are anathema to all of the gods, whether good, evil, or neutral. As such, they possess a number of weaknesses.

Blessed weapons: Any character who is the subject of a *bless* spell or whose weapon has been the target of a *bless weapon* spell automatically scores a critical threat on a shadow wight if he hits, regardless of the weapon's threat range, and the critical multiplier of the weapon improves by one (x2 becomes x3, x3 becomes x4, etc.). Aligned weapons with the axiomatic, holy or unholy qualities are also considered blessed weapons for these purposes.

Holy water: Holy water deals twice as many points of damage to a shadow wight as it does to standard undead (4d4 on a direct hit, or 2 points if within 5 feet).

Medallions of Faith: A cleric's *medallion of faith* is a potent weapon against a shadow wight. If a cleric with a *medallion of faith* is in favor with her deity (does not need atonement, gains clerical spells, etc) she may attempt a melee touch attack against the shadow wight with the medallion. A successful attack deals 1d6 points of damage per cleric level, bypassing damage reduction. If the attack was a critical hit, this damage is doubled. The *medallion of faith* is destroyed in the process. Sword knights, Skull knights, and other characters with clerical powers that possess *medallions of faith* may also attempt this attack.

Raise Dead: Because shadow wights are culled from the souls of once-living beings, it is possible to free them of Chaos' torment. If a *raise dead* spell is cast on a shadow wight, it acts as a *slay living* spell, either killing the creature or dealing damage.

Frost Wights

This is a whirling cloud of snow and ice crystals that coalesces into a humanoid shape. Pinpricks of blue-white light serve as eyes, locked onto some unseen victim.



Frost wights are the arctic analogues of shadow wights. They are commonly found infesting Icereach, and migrate up towards the Plains of Dust when winter comes and sends that area into tundra conditions, though a few are known to reside in Southern Ergoth. The white dragon twins Cryonisis and Frisindia are plagued by these creatures, and have set their thanoi minions to delving into ancient dwarven catacombs in search of the magical battleaxes rumored to reside there.

Frost wights have the cold subtype and their incorporeal touch deals 1d4 cold damage as well as 1d6 Charisma damage instead of the shadow wight's 1d8 Charisma damage. They are otherwise identical to shadow wights.

Undead Beasts

Undead beasts are the result of wanton destruction visited upon forest animals by priests of Chemosh. Many believe that after the slaughter of countless animals, the priests conduct a foul rite that twists the remains of the animals into the otherwise unnatural shape of a stahnk or gholor. The resulting creature is then utilized for various acts–such as guarding a sacred location of Chemosh. Naturally, this foul treatment of the wildlife has not gone unnoticed by Chislev and Habakkuk who are infuriated by Chemosh's blatant destruction and perversion of innocent animals.

Like all matters supernatural, rumors abound that sometimes the intervention of a cleric of Chemosh is not needed to bring forth an undead beast. Legends tell of a game-hunting Ergothian whose kills melted together and took the form of a stahnk to avenge their senseless deaths. If this tale is indeed true, then it deserves close scrutiny to determine how anyone managed to survive to relate the events.

Gholor

Large Undead



This creature stares out of a funnel-shaped hole in the ground. Its head is draconic and the flesh hangs off of its bones. The creature's arms are twenty-foot-long hooks.

A gholor is a dangerous type of undead beast that typically waits in a tunnel and draws prey to it. The gholor is easily underestimated in combat, as non-bludgeoning weapons deal little damage to it, and the use of such a weapon typically requires one to move down into the creature's pit and navigate the hazard of loose silt and an uneven surface. Gholor pits are full of treasure and bones that have settled underneath the beast, though some digging may be required to retrieve them.

The gholor's appearance is vaguely dragon-like with a long gray snout and horns springing from its head, and it completely lacks a lower body though bits of a spinal cord can be seen hanging down. The torso of a gholor is 12 feet tall, it has 20-foot long bony hooks for arms that it uses in combat against its opponents. A gholor weighs 800 pounds.

Combat

Gholors typically wait at the bottom of funnels that they have dug and wait for prey, making them behave rather like a giant undead ant lion. Most creatures come willingly as a result of being lured by the gholor and falling in its funnel. Creatures that remain on the edge of the funnel are just within reach of the gholor's long claws and are typically attacked and drawn into its pit.

Constrict (Ex): A gholor deals 2d6+10 points of damage with a successful grapple check.

Funnel (Ex): A gholor uses its burrowing ability to create a funnel-like pit. The funnel is 20 feet wide and 15 feet deep, with a 10 foot base that the gholor is partially buried in. Because the gholor reduces the surrounding earth to a soft silt, creatures within 5 feet of the edge of the funnel or in the funnel itself must succeed at a DC 20 Balance check for each square of movement in the funnel. Failure indicates the creature slides one square closer to the gholor. Failing the check by 5 or more causes the creature to slide all the way to the bottom. A creature at the bottom of a gholor's funnel occupies the same space as the gholor and is treated as if squeezing through a space regardless of size (see squeezing in the *d20 System core rules*). As a free action, the gholor can attempt a grapple check to constrict any character in its space, pressing it against the wall of the funnel. Escaping the gholor's space requires a DC 20 Escape Artist check or a DC 20 Climb check, unless the gholor is grappling with the creature, in which case it must first escape the grapple.

Improved Grab (Ex): To use this ability, an gholor must hit a Medium or smaller creature with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Should a

gholor succeed at pinning an opponent, it draws it down into the middle of its funnel.

Lure (Su): This ability works like a sympathy spell designed to target all intelligent creatures of Medium or smaller size. This ability emanates from the gholor itself (making it the object of desire) and affects all valid creatures within 1 mile of the gholor. Creatures must make a DC 24 Will Save or fall under its effects. Once an attack has been made on a creature by the gholor, the effect is broken. Creatures that succeed at their Will save are immune to the lure of the same gholor for 24 hours.

Fast Healing (Ex): A gholor heals 5 points of damage each round so long as it has at least 1 hit point.

Gholor

Hit Dice	20d12 (130 hp)
Initiative	+9
Speed	10 ft. (2 squares); burrow 40 ft.
Armor Class	25 (-1 size, +5 Dex, +11 natural), touch 14, flat-footed 20
Base Attack/Grapple	+10/+21
Attack	Claw +17 melee (2d6+7)
Full Attack	2 claws +17 melee (2d6+7) and bite +12 melee (1d8+3 plus 1d6 acid)
Space/Reach	10 ft. /10 ft. (20 feet with claws)
Special Attacks	Constrict, funnel, improved grab, lure
Special Qualities	Damage reduction 15/bludgeoning, darkvision 60 ft., fast healing 5, spell resistance 26, tremorsense 60 ft., undead traits
Saves	Fort +8, Ref +11, Will +9
Abilities	Str 25, Dex 20, Con –, Int 2, Wis 17, Cha 18
Skills	Hide +17, Spot+11
Feats	Ability Focus (lure), Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claws)
Environment	Any
Organization	Solitary
Challenge Rating	13
Treasure	Double standard
Alignment	Always neutral evil
Advancement	21-30 HD (Large); 31-45 HD (Huge); 46-60 HD (Gargantuan)
Level Adjustment	—

Stahnk

Huge Undead

This undead creature resembles a wingless dragon covered in loose flesh. A massive barbed rib cage protrudes through its chest.

The stahnk exists only to kill the living. It is a highly territorial creature, often adopting a few acres of land as its home territory and kills any and all faunae that come its way. Because of this, the area that a stahnk makes its lair is often covered with the treasure of former adventurers. Although some of it is crushed as a result of any rampage the stahnk may have visited upon others, the creature generally leaves such items alone. The stahnk is 20 feet long and weighs 1,500 pounds. Its shape is vaguely dragon-like in nature, and its skeleton is covered in sharp barbs, particularly focused on the ribs. Its head is long and horned. Splotchy gray flesh covers it, often hanging off bony areas.

Combat

Stahnks are undead engines of destruction. They typically trample the first creature they see and exercise precise control over their rib cage to draw the opponent in over its sternum and keep it trapped against the barbed ribs. It will continue to trample other creatures and intermittently fight with tooth and claw until the opponent inside is dead, at which point it relaxes its rib cage, allowing the battered creature to drop out. It will then repeat the process.

Improved Grab (Ex): To use this ability, a stahnk must hit with its trample attack. It can then attempt to start a grapple as a free action



Stahnk

Hit Dice	14d12 (91 hp)
Initiative	+6
Speed	50 ft. (8 squares)
Armor Class	20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple	+7/+24
Attack	Bite +13 melee (2d6+9)
Full Attack	Bite +13 melee (2d6+9) and 2 claws +11 melee (1d8+4)
Space/Reach	15 ft. /10 ft.
Special Attacks	Improved grab, rib spurs, trample 1d8+13
Special Qualities	Damage reduction 10/bludgeoning , darkvision 60 ft., fast healing 3, immunity to fire, spell resistance 17, undead traits
Saves	Fort +6, Ref +6, Will +11

Abilities	Str 28, Dex 15, Con —, Int 2, Wis 15, Cha 10
Skills	Listen +9, Spot +9, Survival +9
Feats	Alertness, Great Fortitude, Improved Initiative, Multiattack, Track
Environment	Any
Organization	Solitary or pair
Challenge Rating	8
Treasure	Double coins; half goods; standard items
Alignment	Always neutral evil
Advancement	15-30 HD (Huge); 31-45 HD (Gargantuan)
Level Adjustment	—

without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to trap a creature in its rib spurs on the following round.

Rib Spurs (Ex): A stahnk can try to trap a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 1d8+4 points of crushing damage plus 1d8+6 points of slashing damage per round from the constricting rib cage. A trapped creature free itself by succeeding at a DC 30 Escape Artist check, or break its way out by dealing 15 points of damage to the stahnk's rib cage (AC 15); damage reduction applies as usual. Once a creature has freed itself in such a manner, the stahnk cannot trap a creature in its rib spurs until it has regained 15 hit points through its fast healing (5 rounds).

A stahnk's rib cage can hold 2 Medium or 4 Small creatures. Creatures any smaller than that are too small to be held, and automatically fall out of the creature's rib cage on the following round.

Trample (Ex): Reflex half DC 26. The save DC is Strength-based.

Fast Healing (Ex): A stahnk heals 3 points of damage each round so long as it has at least 1 hit point. A stahnk that has had its rib cage destroyed by an escaping creature regrows it in 5 rounds.

Create Undead Beast

Necromancy [Evil]
Level: Clr 8 (Chemosh)
Components: V, S, M, DF
Casting Time: 2 hours
Range: Close (25 ft. +5 ft./2 levels)
Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This evil spell is one granted only by Chemosh to his worshippers. With it, you can create an undead beast of your choosing. This spell requires you to cast it upon the corpses of any number of animals. The Hit Dice of these animals must be equal to those of the undead beast you wish to create. Creatures created by this spell are automatically under your control, and you can bestow control of the creature to any other individual of your choice. If the controller of an undead beast dies, the creature is free to act of its own accord.

Material Component: A small clay statue of the creature to be created. This spell must be cast upon the remains of many animals. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth of the statue. The magic of this spell melts both the statue and the gem, using them as the basic foul viscous fluids that merge and breathe tainted life into the animal corpses.

Wichtlin



The wichtlin is the scourge of elvenkind, an undead creature that seeks to draw elven souls to Chemosh.

Wichtlins appear to be a pair of glowing skeletal hands and a pair of ghastly eyes. Their true form, visible only through magic or when they

slay their victims, is that of a grisly blackened skeleton. Wichtlin animal companions are similarly spectral in appearance, but retain some of their animal traits, such as antlers, claws, or fangs. All wichtlins glow an eerie green, a perversion of their elven life force.

Wichtlins were once elves or half-elves, or the animal companions of elven or half-elven druids and rangers, transformed by the power of Chemosh into creatures of hatred. Legends among the elves tell of a Silvanesti queen, Sylvyana, known as the Ghoul Queen for her abhorrent devotion to necromancy. The god of the undead, Chemosh, granted her eternal unlife in return for her services, and it was apparently her dark curse upon those subjects that rose up against her that created the wichtlins. It is not known whether Sylvyana was the first of the wichtlins, or whether her spirit still resides with Chemosh plotting the ruin of the elves. What is certain is that the curse of the Ghoul Queen continues to plague elvenkind even in the Age of Mortals.

Sample Wichtlin

This undead creature resembles a blackened or scorched elf skeleton with still-living eyes. Its skeletal hands are obviously solid and made of bone, though the rest of the skeleton is indistinct as if not truly there. It rides upon a similarly blackened elk skeleton, whose eyes and antlers seem to be the only solid parts of it.

This example uses a 4th-level Kagonesti elf ranger as the base creature

This wichtlin was once a Kagonesi hunter in Southern Ergoth prior to the arrival of the great white dragon, Gellidus. During the Chaos War, his hunting party ran afoul of a wichtlin and managed to defeat it, but not before he and his stag were slain by the creature. The Kagonesti's companions, unable to properly prepare his body for burial due to the ongoing war, left him and his mount in an unmarked caern deep in the forests near Foghaven Vale.

The hunter arose one week later, thirsty for vengeance. The wichtlin has spent the past forty years terrorizing local elves in Gellidus' realm, and now the return of its dread god has re-energized the creature's drive to bring other elves into his grim service.

Combat

This wichtlin is mounted, and therefore is able to ride in to deliver its touch attack from some distance away. Its primary targets are elves and half-elves, and any who prevent it from reaching them. As it is armed with a longsword, it can deliver both a swordblow and a touch attack each round, but if the battle seems to be going badly it will forego the sword in favor of a touch attack.

The Fortitude save against this wichtlin's elfstroke has a DC of 12.

Combat Style Mastery (Ex): This ranger has selected two-weapon combat. It gains the Two-Weapon Fighting feat without the normal prerequisites.

Favored Enemy (Ex): This ranger gains the indicated bonus on its Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against this type of creature. It gets the same bonus on weapon damage rolls against creatures of this type.

Spell-Like Abilities: At will–*poison* (may only be used on a living creature without elven blood that is hit by the wichtlin's touch attack), *suggestion* (may only be used on an elf or half-elf paralyzed by the wichtlin). Caster level 4th.

Wild Empathy (Ex): The ranger can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. It rolls 1d20+4, or 1d20 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Animal Companion (Ex): This wichtlin had a stag as its animal companion. The animal's abilities and characteristics are summarized below. The Fortitude save against this wichtlin's elfstroke has a DC of 11.

Wichtlin, Male Elk Animal Companion: CR 2; Large undead (augmented animal); HD 2d12; hp 13; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +1; Grp +6; Atk +4 melee (1d6+1, hoof) or +4 melee (1d8+1 plus 1d6 negative energy plus *poison* or paralysis, gore); Full Atk +4 melee (1d4+1, 2 hooves) and -1 melee (1d8+1 plus 1d6 negative energy plus poison or paralysis, gore); Space/Reach 10 ft./5 ft.; SA create spawn, damaging touch, elfstroke, spell-like abilities; SQ damage reduction 10/silver and magic, darkvision 60 ft., low-light vision, partial invisibility, turn resistance +2, undead traits; AL NE; SV Fort +3, Ref +7, Will +2; Str 12, Dex 19, Con –, Int 2, Wis 14, Cha 10.

Skills and Feats: Hide +12, Jump +2, Listen +5, Move Silently +10, Spot +5; Alertness, Run[B], Weapon Finesse[B]

Wichtlin Characters

Wichtlins are always neutral evil, which causes characters of certain alignments to lose some class abilities. In addition, certain classes are affected in other ways.

Clerics: Wichtlin clerics become clerics of Chemosh. They select two domains from the following to replace those they had previously: Death, Evil, or Trickery. Wichtlin clerics lose their ability to turn undead, instead gaining the ability to rebuke undead.

Druids and Rangers: Wichtlin druids and rangers lose access to spellcasting and supernatural abilities, but retain their animal companions. These companions also acquire the wichtlin template, their type changing to undead. Wichtlin rangers may change one of their favored enemies to Humanoid (elf).

Wizards and Sorcerers: Wichtlin wizards and sorcerers retain their class abilities. Wizard and sorcerer familiars do not acquire the wichtlin template, but the special attacks of their master may be delivered by the familiar if the master's caster level at least 3rd. Wizards of High Sorcery will suffer the consequences of changing alignments as described in Chapter Two of the *DRAGONLANCE Campaign Setting*.

Creating a Wichtlin

"Wichtlin" is an acquired template that can be added to any elf or half-elf (referred to hereafter as the base creature) or the animal companion of a druid or ranger.

A wichtlin uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid or animal). Do not recalculate base attack bonus, saves, or skill points. Size remains unchanged.

Hit Dice: Current/future Hit Dice are d12s.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus increases by +4.

Wichtlin, 4th-LevelKagonesti Elf Ranger, Medium Undead (Augmented Humanoid)

Hit Dice	4d12 (26 hp)
Initiative	+3
Speed	30 ft. (6 squares)
Armor Class	20 (+3 Dex, +4 natural, +3 studded leather), touch 13, flat-footed 17
Base Attack/Grapple	+4/+5
Attack	Longsword +5 melee (1d8+1/19-20) or touch +5 melee (1d6 negative energy plus poison or paralysis)
Full Attack	Longsword +5 melee (1d8+1/19-20) and touch +0 melee (1d6 negative energy plus poison or paralysis
Space/Reach	5 ft. /5 ft.
Special Attacks	Create spawn, damaging touch, elfstroke, favored enemy elves +2, spell-like abilities
Special Qualities	Damage reduction 10/silver and magic, darkvision 60 ft., Kagonesti traits, low-light vision, partial invisibility, turn resistance +2, undead traits
Saves	Fort +4, Ref +7, Will +1
Abilities	Str 13, Dex 17, Con —, Int 5, Wis 10, Cha 10
Skills	Hide +18, Listen +2, Move Silently +18, Ride +10, Spot +17, Survival +7
Feats	Alertness, EnduranceB, Mounted Combat, TrackB, Two-Weapon FightingB
Environment	Temperate forests
Organization	Solitary
Challenge Rating	6
Treasure	None
Alignment	Always neutral evil
Advancement	By character class
Level Adjustment	+4

Attack: A wichtlin has a touch attack which it can use once per round. If the base creature can use weapons, the wichtlin retains this ability but may only use one-handed weapons. A creature with natural weapons retains those natural weapons. A wichtlin fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A wichtlin armed with a weapon uses its touch or a weapon, as it desires. The witchlin will show no mercy.

Full Attack: A wichtlin fighting without weapons uses either its touch attack (see above)

or its primary natural weapon (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A wichtlin without natural weapons has a touch attack that uses negative energy to deal 1d6 points of damage to living creatures; a Will save (DC 10+ _ wichtlin's HD + wichtlin's Cha modifier) halves the damage. A wichtlin with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d6 points of extra damage on one natural weapon attack.

Special Attacks: A wichtlin retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 wichtlin's HD + wichtlin's Cha modifier unless otherwise noted.

Elfstroke (Su): Any elf or half-elf a wichtlin hits with its touch attack must succeed on a Fortitude save or be paralyzed for 2d4 rounds. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, page 203 of the Player's Handbook). The effect cannot be dispelled. Anyone paralyzed by a wichtlin seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Spell-Like Abilities: At will–poison (may only be used on a living creature without elven blood that is hit by the wichtlin's touch attack), suggestion (may only be used on an elf or half-elf paralyzed by the wichtlin). Caster level is equal to the wichtlin's Hit Dice.

Create Spawn (Su): An elf or half-elf slain by a wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but will usually work with other wichtlins in service to Chemosh.

Special Qualities: A wichtlin retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A wichtlin has damage reduction 10/silver and magic. A wichtlin's natural weapons are treated as magical weapons for the purposes of overcoming damage reduction.

Partial Invisibility (Su): A wichtlin's body is mostly transparent, apart from its skeletal hands and its eyes. This grants the wichtlin concealment (20% miss chance). Opponents that cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this effect. *True seeing* and *see invisibility* also negate this effect.

Turn Resistance (Su): A wichtlin has turn resistance +2.

Abilities: A wichtlin's Dexterity score increases by +4, its Charisma score increases by +4, and its Intelligence score decreases by -4 (minimum 3, or 2 for animal companion). As an undead creature, a wichtlin has no Constitution score.

Skills: Wichtlins have a +8 bonus to Hide, Move Silently, and Spot checks. Otherwise same as the base creature.

Environment: Any, usually same as base creature.

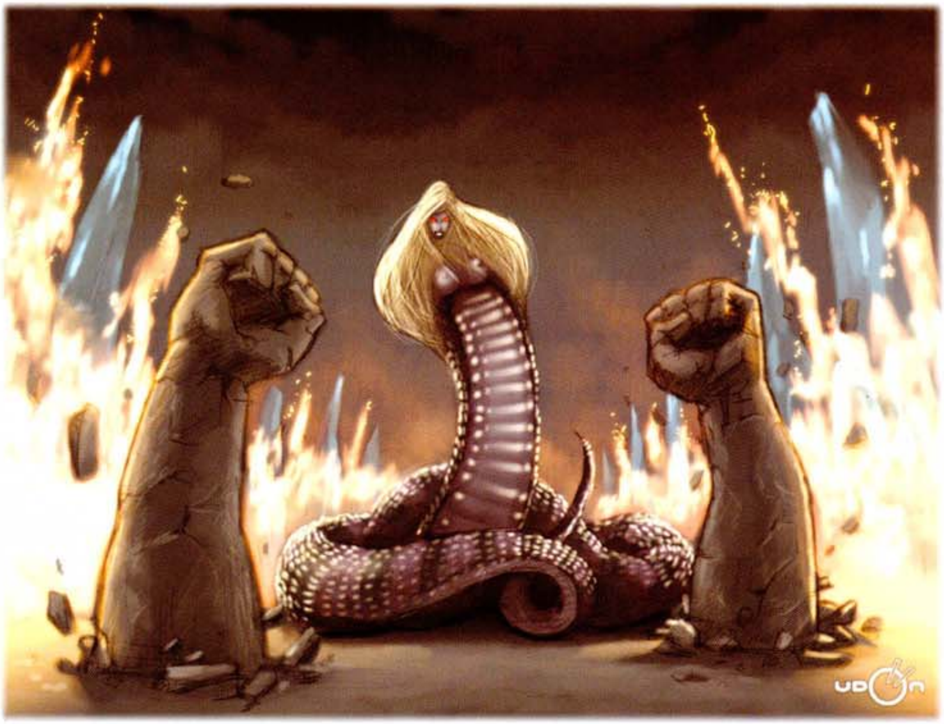
Challenge Rating: Same as the base creature +2.

Alignment: Always neutral evil.

Level Adjustment: Same as creature +4.

Below is a small sampling of monster-oriented prestige classes for use in your Dragonlance Campaign. Some (such as the dragon ravager and child of Chemosh) will primarily be used for enemies of the PCs, and are meant to give them a new twist, and alter their role enough to shake up the player characters with unexpected threats. Others might even see use as classes acquired by monstrous player characters.

Ambient Tempest



The ambient tempest is a practitioner of sorcery or mysticism that has been able to master the complexities of ambient magic and shape it the way that a sculptor can manipulate clay. Ambient tempests experience a heightened sense of freedom over the control of their magic that few others can match.

Most ambient tempests occur in monsters who are able to more naturally tap into the primal ambient energies that permeate the world around them; often they are dragons or other creatures that are similarly able to naturally use sorcerous abilities. A small number of non-monstrous spellcasters are able to delve into the deeper nature of the world's ambient magic and properly coax and control it. Such individuals normally are mystics or sorcerers. Occasionally bards, assassins, or other dabblers in ambient magic will follow the path of the ambient tempest, though doing so usually comes late in their career. Innately magical monsters also find the path of the ambient tempest easier to embrace than most other creatures.

NPC ambient tempests often hire out their services to a person or creature of great prestige and power, finding their versatile magical abilities in high demand. Most other ambient tempests often seek to explore their full potential in solitude, although they occasionally seek others out to learn from one another.

Hit Die: d4

Requirements

To qualify to become an ambient tempest, a character must fulfill all of the following criteria.

Skills: Knowledge (arcana) 9, Spellcraft 9

Feats: Any two from the following list: Enlarge Spell, Extend Spell, Magical Affinity, Spell Focus or Widen Spell.

Spells: Ability to primarily cast 3rd-level spells spontaneously without the need of a patron deity.

Special: Any one supernatural or spell-like ability, or alternately two additional feats from the list above.

Class Skills

The ambient tempest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (arcana) (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha). See the d20 System core rules for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the ambient tempest prestige class.

Weapon and Armor Proficiency: Ambient tempests gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: From 2nd level on, when a new ambient tempest level is gained, the character gains new spells per day as if he had also gained a level in whatever spontaneous casting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character that class would have gained (turning or rebuking level for mystics with the sun or necromancy domains, bard or assassin abilities, etc). This essentially means that he adds the level of ambient tempest to the level of whatever other spontaneous spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spontaneous spellcasting class before he became an ambient tempest, he must decide to which class he adds each level of ambient tempest for the purpose of determining spells per day.

Shifting Knowledge (Ex): Once per week, the ambient tempest can meditate for an hour and learn a single new spell in place of one he already knows. This ability works just like the standard sorcerer and mystic ability to swap a spell save for the frequency with which it can be used. Thus, the spell to be swapped must be at least two levels lower than the highest-level spell he can cast.

Ambient Secret: The ambient tempest begins to better understand the natural ebb and flow of the so-called "wild" magic, and is able to fine-tune his use of ambient magic in a manner that gives him greater control over the effects of his spells. An ambient tempest is able to choose from a variety of ambient secrets. Unless otherwise noted, no ambient secret may be selected more than once.

Improved Metamagic: With this ability, the ambient tempest can use a metamagic feat on a without needing to take a full-round action.

Improved Shifting: An ambient tempest is no longer subject to level limitations on the spell that he can shift in and out of his known spells.

Metamagic Feat: An ambient tempest can choose to learn a new metamagic feat in place of another ambient secret. This ability may be taken more than once.

Shifting Knowledge: Each time that the ambient tempest takes this ability he adds one to the number of spells he can shift each week. He can still only ever use the shifting knowledge ability once per week, regardless of whether or not he has replaced his full allotment of spells. For example, an ambient tempest with the ability to shift three spells a week can opt to only shift one spell from his repertoire, but he cannot later on choose to shift the other two until a week has passed. The ambient tempest must spend one hour of meditation for each spell to be replaced. This ability can be taken more than once.

Spellshaping (Ex): The ambient tempest can alter a spell with certain metamagic feats in a manner that actually reduces its effect (and its level as well). This ability can affect the Enlarge, Extend, and Widen Spell metamagic feats, causing them to halve whatever aspect of the spell they normally affect instead of doubling it. Regardless of which feat is affected, a spell under the effect of a spellshaped feat uses up a spell slot one level lower than the spell's actual level. An ambient tempest can only use one spellshaped metamagic feat on any given casting of a spell.

Ambient Tempest Spellshaping Ability by Level

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Shifting Knowledge	—
2nd	+1	+0	+0	+3	Ambient Secret	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spellshaping	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Ambient Secret	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Ambient Secret	+1 level of existing spellcasting class

Branch of Zivilyn

As one of the god Zivilyn's maxims is that wisdom and age are complimentary, it should come as no surprise that a small but devoted sect of his followers are the very plants and trees themselves; after all, the god's symbolic great tree alludes to the timelessness that endures in many great plants; a timelessness that allows one to accrue knowledge and understanding of events, and ultimately provide the most solid of bases by which to decide one's future course.

The branch of Zivilyn taps into the other plant life surrounding it to gain knowledge of what has passed in areas that the creature itself has not been able to observe. Because of this, branches are often sought out by nobles who seek advice on what political moves they should make, or even adventurers in need of a crucial piece of information that will determine their course of action.

Few plant creatures have both the age as well as the appropriate mindset to become a branch of Zivilyn. Most branches are treants who are automatically the best-suited for gathering wisdom and understanding. Occasionally other awakened plants have become a branch of Zivilyn.

Hit Die: d8

Requirements

To qualify to become a branch of Zivilyn, a character must fulfill all of the following criteria.

Race: Any plant.

Skills: Diplomacy 6 ranks, Knowledge (nature) 8 ranks, Sense Motive 8 ranks

Alignment: Any neutral.

Feats: Iron Will, Negotiator, Toughness.

Spells: Ability to cast 2nd-level divine spells.

Patron God: Zivilyn

Special: Must be 500 years old or older.

Class Skills

The Branch of Zivilyn's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int. modifier

Class Features

All of the following are features of the branch of Zivilyn prestige class.

Weapon and Armor Proficiency: A branch of Zivilyn gains no proficiencies.

Spells: A branch of Zivilyn has the ability to cast a small number of divine spells. To cast a branch of Zivilyn spell, a branch must have a Wisdom score of at least 10 + the spell's level, so a branch with a Wisdom of 10 or lower cannot cast these spells. Branch of Zivilyn bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the branch of Zivilyn's Wisdom modifier. The branch of Zivilyn's spell list appears below. A branch has access to any spell on the list and can freely choose which to prepare, just as a cleric does (though a branch of Zivilyn cannot spontaneously cast *cure* or *inflict* spells).

Branch of Zivilyn Greenlore

DC	Example of Knowledge Gained
10	The Silvaneti and Qualinesti elves have been exiled to the Plains of Dust.
20	The Solamnic knights plan to make a strike against Vingaard Keep and river to reclaim it.
25	The location of the deceased overlords' treasure hordes.
30	The secret of creating ogre titans

Spontaneous Casting: A branch of Zivilyn can channel stored spell energy into a spell that it did not prepare ahead of time. The branch can "lose" any prepared spell in order to cast any spell from the Insight Domain (See the *Dragonlance Campaign Setting*) of the same level or lower.

Greenlore (Ex): The first step to true wisdom and understanding is first possessing the facts and knowledge necessary to accurately make decisions. A branch of Zivilyn is so in touch with other plants and the vast swath of nature around it that it is able to collect knowledge and news from all over Ansalon. A branch of Zivilyn may make a special Greenlore check with a bonus equal to its character level + its Intelligence modifier to see whether it knows any relevant information about local people, history, faraway places, or recent events. The branch of Zivilyn may not take 10 or take 20 on this check; this sort of information is essentially random.

Wisdom's Growth (Ex): At 3rd-level, a branch of Zivilyn grows by one size category. In addition to all the usual adjustments made when gaining a size category, the branch's Wisdom score also increases by +4.

Ancestral Wisdom (Sp): Once per day per level, the branch of Zivilyn is able to grant a creature the ability to commune with the wisdom and knowledge possessed by any of its ancestors. The creature to be affected must know the name of

the ancestor it wishes to speak with, or else it cannot ask any questions. This ability works like the spell speak with dead in terms of duration and the information that you can gather, save that the conversation occurs entirely within the mind of the creature seeking communion. The actual spirit of the ancestor is not consulted, but rather the creature is able to search its own bloodline for any imprinted knowledge. This ability is the equivalent of a 4th-level spell.

Branch of Zivilyn Spell List

Branches of Zivilyn can choose their spells from the following list:

1st—*calm animals, cure light wounds, detect animals or plants, detect magic, entangle, goodberry, pass without trace, speak with animals.*

2nd—*barkskin, chill metal, heat metal, locate object, soften earth and stone, warp wood, wood shape.*

3rd—*cure moderate wounds, diminish plants, plant growth, poison, quench, speak with plants, wind wall.*

4th—*command plants, control water, detect scrying, locate creature, reincarnate, scrying.*

5th—*awaken, baleful polymorph, commune with nature, prying eyes, wall of thorns.*

Branch of Zivilyn Spells and Abilities by Level

					Spells by Level					
	Base Attack Bonus	Fort Save	Ref Save	Will Save	1	2	3	4	5	Special
1st	+0	+2	+0	+2	3	-	-	-	-	Greenlore
2nd	+1	+3	+0	+3	4	3	-	-	-	
3rd	+2	+3	+1	+3	5	4	3	-	-	Wisdom's Growth
4th	+3	+4	+1	+4	5	5	4	3	-	
5th	+3	+4	+1	+4	5	5	5	4	3	Ancestral Wisdom

Child of Chemosh

Undead are the terror that strikes into the hearts of many of Krynn's mortal inhabitants. More frightening yet are those which have willingly entered into a pact with the Lord of the Undead, Chemosh. The children of Chemosh are the undead priests of his unholy faith, drawn from the ranks of the ghouls, wights, liches and vampires of Krynn to serve him directly and further his goals. While Chemosh has influence over all undead creatures to some degree, it is through his children (and any living clerics who associate with them) that he achieves his greatest mastery of the tortured souls of Krynn.

Corporeal undead with levels in cleric or mystic are the only creatures who can acquire this prestige class, although the diversity of those undead is staggering. Ghasts, mohrgs, and even bodaks have been known to serve the pale god in this manner. Chemosh also recruits potential children from his living priesthoods or from dark mystics who show promise, manipulating them to a point where they achieve undead status and qualify for the mantle of a child of Chemosh.

In the months following the War of Souls, when Chemosh began drawing together his servants and minions after his absence, a small number of children were created to act in his stead. These joined with those from earlier ages to present a considerable future threat, one that has the potential to bring the undead into conflict with all life on Ansalon. Until then, Chemosh bides his time and allows his children to gather their own forces.

Hit Dice: d8

Requirements

To qualify to become a child of Chemosh, a character must fulfill all the following criteria.

Race: Any intelligent corporeal undead

Alignment: Any evil

Skills: Knowledge (religion) 4 ranks, Sense Motive 4 ranks

Spells: Ability to cast 1st-level divine spells with access to the Death domain.



Special: Must have been visited or contacted by Chemosh and brought into his direct service.

Class Skills

The child of Chemosh's class skills (and the key ability for each skill) are Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the child of Chemosh prestige class.

Weapon and Armor Proficiency: Children of Chemosh gain no additional proficiency in any weapon or armor.

Spells per Day/Spells Known: A child of Chemosh continues to draw dark power from its divine patron. Thus, when a new child of Chemosh level is gained at 1st, 3rd and 5th-levels, the undead gains new spells per day (and spells known, if applicable) as if it had also gained a level in a divine spellcasting class it belonged to before it added the prestige class. It does not, however, gain any other benefit a character of that class would have gained (turn undead, bonus feats, and so on) except for an increased effective level of spellcasting. A child of Chemosh who had more than one divine spellcasting class must decide to which class it adds the new level for purposes of spells per day and spells known.

Turn Resistance (Su): Beginning at 1st level, a child of Chemosh's innate resistance to the power of good and neutral clerics increases. For the purpose of being turned or destroyed by a cleric or other character with the turn undead ability, the child of Chemosh's effective Hit Dice increases by the listed amount. If the child of Chemosh already possesses turn resistance, this bonus stacks with that quality.

Command Undead (Su): A child of Chemosh's class levels stack with its cleric or mystic levels when commanding or rebuking undead.

Danse Macabre (Su): At 2nd level, a child of Chemosh gains the ability to transfix living creatures with its odd, twitching dance. This is a full-round action that creates a mind-influencing effect. Any living creature with fewer Hit Dice than the child of Chemosh that is able to see the creature must succeed at a Will save (DC 10 + ? HD + Charisma modifier) or be paralyzed for as long as the child of Chemosh continues to dance and for 1d6 rounds afterward.

Child of Chemosh Abilities by Level

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Turn resistance +2, command undead	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Danse macabre, improved create spawn	—
3rd	+2	+1	+1	+3	Improved bolster, Turn resistance +4	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Rigor mortis, greater create spawn	—
5th	+3	+1	+1	+4	Death touch, turn resistance +6	+1 level of existing divine spellcasting class

Improved Create Spawn (Su): At 2nd level, a child of Chemosh with the ability to create spawn (such as a wight or vampire) may do so with victims it has not personally slain. The child of Chemosh must have witnessed the death of the target creature within the last 24 hours, and must spend one hour with the corpse. At the end of this vigil, the creature is assumed to have just been slain for the purposes of how soon the creature will rise as a spawn of the child of Chemosh.

Children of Chemosh without the ability to create spawn do not benefit from this ability. Children of Chemosh whose victims rise as free-willed undead (such as ghouls and ghasts) may spend one hour in vigil with the corpse before it rises, in which case the newly created undead is under the child's control until the child is destroyed.

Corpses that have been preserved with gentle repose or which are the target of a bless or protection from evil spell, or are in the area of effect of a consecrate, hallow or magic circle against evil spell, are protected from this ability.

Improved Bolster (Su): At 3rd level, the child of Chemosh's ability to bolster another undead with a successful rebuke attempt gains a +4 bonus. This ability has no effect on the child itself. The child cannot bolster an undead to an effective Hit Dice total greater than the child of Chemosh's own Hit Dice.

Rigor Mortis (Su): At 4th level, the child of Chemosh gains the power to paralyze any creature it touches. The child must make a successful touch attack, and the victim must succeed at a Fortitude save (DC 10 + ? HD + Charisma modifer) to avoid paralysis. Any creature so paralyzed appears to be dead, showing no signs of life and becoming stiff and immobile. This effect lasts for a number of hours equal to 1 plus the child's Charisma bonus (if any). Lesser restoration, remove curse and remove paralysis will all restore the victim to normal. Spells which protect against necromantic or negative energy effects, such as death ward, will also protect against this ability. Undead that already possess the ability to paralyze others, such as ghouls, may choose to use either this ability or their own whenever they make an attack.

Greater Create Spawn (Su): At 4th level, the child of Chemosh's ability to create spawn improves even further. The child no longer needs to have been personally present at the death of the target creature, and the creature may have been dead for up to a week. This ability otherwise works exactly like the improved create spawn ability, above.

Children of Chemosh without the ability to create spawn gain the ability to create zombies from any humanoid they slay, just as a mohrg does (see the entry for mohrgs in the *Monster Manual*). Children of Chemosh whose victims rise as free-willed undead may choose to create zombies instead or spend time in vigil as described under Improved Create Spawn, above.

Corpses that have been preserved with gentle repose or which are the target of a bless or protection from evil spell, or are in the area of effect of a consecrate, hallow or magic circle against evil spell, are protected from this ability.

Death Touch (Sp): At 5th level, the child of Chemosh gains the ability to snuff the life out of any living creature it touches. This ability works as a slay living spell and can be used a number of times a day equal to the child of Chemosh's Charisma bonus (if any), as a cleric of the child of Chemosh's effective caster level. Creatures slain in this way by a child of Chemosh are candidates for the child's create spawn ability.

Ex-Children of Chemosh: A child of Chemosh who somehow returns to life and is no longer undead or whose alignment shifts from evil to neutral or good loses all special abilities gained from this prestige class, and will very likely become the target of other children of Chemosh and their undead allies.

Dragon Ravager

Throughout history, certain evil dragons have been recorded as being particularly insidious and destructive beyond their years. Such dragons usually embrace their natural destructive tendencies with a delight that disgusts even many of their kin-dragons.

Other chromatic dragons view dragon ravagers as being particularly immature, and feel that they possess something of a death wish, as the dragon ravager is able to propel its might for short bursts of time, but is otherwise incapable of physically or magically dealing with the threat in the form of powerful adventurers or Knights of Solamnia that it draws to it. Even the fabled Dragon Overlords never approached dragon ravagers in terms of near-mindless and undirected destruction. Whereas the great dragons sought to dominate their lands and gain power in the pursuit of personal gain, a dragon ravager desires the destruction of good or weaker creatures.

Dragon ravagers are almost always solitary creatures, due to their often hostile and aggressive natures. They realize their actions often bring the wrath of agents of good upon them, and tend to direct their actions in areas away from any power centers held by the Knights of Solamnia, Legion of Steel, or other good organizations.

Hit Die: d12



Requirements

To qualify to become a dragon ravager, a character must fulfill all of the following criteria.

Race: Any chromatic dragon

Alignment: Any non-lawful

Skills: Bluff 18 ranks, Intimidate 18 ranks.

Feats: Ability Focus (breath weapon), Awesome Blow, Flyby Attack, Improved Bull Rush, Power Attack, Weapon Focus (claws)

Special: A dragon ravager must be no older than an Adult when it gains its first level of dragon ravager.

Class Skills

The dragon ravager's class skills (and the key ability for each skill) are Bluff (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (geography and nature) (Int), Sense Motive (Wis), Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are features of the dragon ravager prestige class.

Weapon and Armor Proficiency: Dragon ravagers gain no proficiency with any weapon or armor.

Draconic Rage (Ex): Once per day per class level, a dragon ravager is able to fly into a screaming blood frenzy, much like a barbarian. It temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +2 morale bonus on Will saves, but it takes a –2 penalty to Armor class. This ability otherwise resembles the rage ability of the barbarian.

Fling (Ex): A dragon ravager may use its Awesome Blow to send creatures flying back 25 feet through the air instead of the usual 10 feet. Creatures flung like this take 2d6 points of bludgeoning damage, 4d6 if striking an obstacle.

Enhanced Breath Weapon (Su): The damage dealt by the dragon ravager's breath weapon improves by two damage dice, and the elapsed time between uses decreases to 1d3 rounds.

Spell Rage (Su): As a free action, a raging dragon ravager can use up one of his daily spell slots to deal bonus damage on a single given attack. The dragon gains an additional 1d6 points of damage per level of the spell slot used up in this manner. The dragon must decide to use its spell rage ability before its attack roll. A failed attack roll still uses up the spell slot.

Improved Draconic Rage (Ex): At 4th level, the dragon ravager's bonuses to Strength and Constitution during its rage each increase to +10, and its morale bonuses on Will saves increases to +4. The penalty to AC remains at –2.

Breath Gout (Su): As a full-round action, the dragon ravager can concentrate on his breath weapon to increase its efficacy, doubling the damage of its usual breath weapon. After a dragon has used a breath gout, it cannot use its breath weapon for 1d4 minutes.

Dragon Ravager Abilities by Level

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Draconic Rage, Fling
2nd	+2	+3	+3	+3	Enhanced Breath Weapon
3rd	+3	+3	+3	+3	Spell Rage
4th	+4	+4	+4	+4	Improved Draconic Rage
5th	+5	+4	+4	+4	Breath Gout

Scourge of Chaos

When the mad god Chaos was freed from his Graygem prison and set in motion the Second Cataclysm, he brought forth agents of his will from the void and released them upon Ansalon. Daemon warriors, chaos wights, and abominations of wild magic swept across the lands of mortals, bringing oblivion and fiery ruin upon cities, temples, woodlands



and homes. And in the forefront of these armies of Chaos were the Scourges.

A Scourge of Chaos is a creature imbued with a roiling storm of madness and destruction. Forever abandoning its former life or fate, it has become an instrument of Chaos' desires. Scourges no longer need to sleep or eat, if they did previously, and are effectively immortal. A few still persist after the Chaos War, solitary engines of doom still clutching to the seeds of Chaos deep within them.

Hit Dice: d10

Requirements

To be a Scourge of Chaos, a character must:

Alignment: Chaotic evil.

Base Attack Bonus: +7

Feats: Power Attack, Improved Sunder

Skills: Intimidate 10 ranks

Special: Must have killed at least one creature out of mindless rage, anger, or purely for the sake of ending its life.

Class Skills

The Scourge of Chaos' class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (the planes) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Scourge of Chaos prestige class.

Weapon and Armor Proficiency: Scourges of Chaos are proficient in all simple and martial weapons, all types of armor and shields.

Body of Chaos (Su): At 1st level, the Scourge's body becomes the vessel for Chaos' power. He no longer needs to eat or sleep, gains damage reduction 5/chaotic, and acquires the Chaos subtype. If the Scourge already has damage reduction, it increases by 5 and chaotic becomes one of the attack types that can overcome the DR.

Smite Law (Su): Once per day per class level a Scourge of Chaos can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a lawful foe. If the Scourge already has this ability, the number of times per day it may be used increases by the listed amount.

Scourge of Chaos Abilities by Level

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Body of Chaos, smite law 1/day
2nd	+2	+3	+0	+3	Mind of Chaos, smite law 2/day
3rd	+3	+3	+1	+3	Soul of Chaos, smite law 3/day

Mind of Chaos (Su): At 2nd level, the Scourge's mind becomes one with the essence of Chaos. He gains immunity to all mind-affecting spells and effects, and once per day he may experience a moment of mad clarity. This manifests as a +10 insight bonus to any one skill check, attack roll or saving throw.

Soul of Chaos (Su): At 3rd level, the Scourge's transformation is complete. His type changes to Outsider (chaotic), and he may continue to function at full strength when he reaches 0 hit points or less. The Scourge is only killed when his hit points reach –10. Undead with the prestige class gain a +4 bonus to their turn resistance, while all other creatures with this prestige class gain the effects of protection from law at all times.

Ex-Scourges of Chaos: A Scourge that changes his alignment from chaotic evil to another alignment loses all of his special class abilities, and is unable to advance in any more Scourge of Chaos levels.

appendix 2. Acceptance

For those who use monstrous player characters or cohorts in their campaign, the following rules are presented to reflect how most societies will respond to such unsual individuals. These characters can be powerful additions to an adventuring party, but are often shunned or even persecuted in civilized locales.

Lacking Acceptance

Monstrous characters are assumed to start out lacking acceptance, although the DM may rule that they automatically have it in certain areas (draconians in Teyr, and goblins in Throt for example). These characters find that they are not welcome, and incur the following penalties when in areas where they do not have acceptance:

- A –4 penalty to all Charisma-based skill checks (Bluff, Diplomacy, Gather Information, and Intimidate)
- +25% increase to all item costs.
- NPC attitudes are automatically unfriendly towards the character.

Acceptance Check

As a character adventures, they undertake tasks that ingratiate them to those that they help. As she continues to adventure and build up a positive reputation for herself, it becomes increasingly likely that tales and knowledge of the character's exploits will pass throughout the surrounding areas, paving the way for more pleasant interaction. To see if a PC has gained acceptance, she must make an acceptance check every time she gains a level. The acceptance check is modified by her previous effective character level, (thus, a 4th level character who advances to 5th level modifies the roll with a value of +4) and made against a DC of 20. Certain other factors can modify the roll or DC as described below. These factors are added in based on the events of the previous level. Thus, if a character spent most of her time in a thorp and never interacted with anyone, then went to a neighboring metropolis and began to interact with others and advanced a level, she would still make the check with the appropriate factors for being in a thorp and not interacting with the NPCs. Succeeding at an acceptance check means that the character is no longer subject to the aforementioned penalties.

While word certainly travels fast across Ansalon, knowledge of the actions of a character in Solamnia won't always reach the Plains of Dust, and the character must make another check to gain acceptance in that area. The exact boundary of acceptance is up to the DM, however, he is encouraged to use the political map on page 161 of the *Dragonlance Campaign Setting* as a guideline for how far a character's acceptance reaches (thus, a character who gained acceptance in Solamnia would also have it in Sancrist, an isle controlled by the Knights of Solamnia). Even though a character's acceptance doesn't automatically carry over into other regions, her previous exploits make it easier to gain acceptance in new areas, adding a +1 modifier for each previous region that she's gained acceptance in.

Finally, it's important to remember that what makes a character popular in Solamnia will likely not have the same effects in Neraka. The DM is perfectly within his right to rule that a character who has devoted much of his or her time to assisting Solamnia will not find acceptance in Neraka if recognized, but rather notoriety.

Acceptance Rules and Standard Races

As has already been mentioned, the acceptance rules can be adapted to standard PC races as well, should the DM wish to truly play up the racial tensions that exist on Ansalon. However, because of this one should make minor changes to better reflect the fact that despite certain racial tensions and divides, an elf will have a far easier time gaining acceptance amongst Solamnics than a thanoi would.

When using these rules in such a fashion, make the following changes: the base acceptance DC is lowered from 20 to 15, and the penalties to Charisma-based skills are halved to –2. In addition to these changes, once a character gains acceptance in three regions, he's automatically considered to gain acceptance in like-minded regions. Use of these rules in this manner is only recommended for eras when the races of Ansalon are at their most reclusive and xenophobic such as the Time of Darkness, or the first few years following the Chaos War.

Influencing Factors

As with all sticky matters, there's never only one single factor involved in a character's persecution. While a few factors are directly linked to their race and its reputation across the land, often the brunt of one's persecution lies with his or her per-

secutors. Below is a list of various factors that influence the acceptance check made by the character at each level.

Alignment/Race: The exact nature of the creature's race often decides how willing creatures are to interact with it and give it the benefit of the doubt. The fabled and noble kyrie would be far better accepted in Solamnia than an ogre would. While it's impractical to assign each and every monster race on Krynn its own acceptance adjustment, one related to the race's typical alignment works just as well. The character gains a +2 bonus to her acceptance checks if her race's usual moral alignment (good, neutral, and evil) is the same as the area she's trying to find acceptance in, a +0 bonus if it's one step removed (a usually neutral race in a good area) and a –2 penalty if it's opposing (a typically evil race in a good-aligned area).

Interaction: If a monstrous character takes care to try and interact with NPCs in a positive manner, he'll find that in time others will find it far easier to reevaluate their stance on the character. Even if such positive interaction isn't always a success (as indicated through failures on the Charisma-based skill checks), the fact that the character was willing to be open with the inhabitants of the area he's currently adventuring in does much to speak for the character's good will. A character that frequently interacts in a positive manner with those around him gains a +1 bonus to his acceptance check even if his attempts at interaction were otherwise unfruitful. Characters who managed to succeed in Charisma-based skill checks when interacting with NPCs gain a +2 Bonus to their acceptance check. If the interaction with NPCs is mostly done in an intentionally negative fashion, the check gains a –4 penalty.

Rarity: If a creature is extremely rare on Ansalon, very few know enough about its race to accurately make any judgment about its intentions. Monstrous characters that are so rare as to be veritably unknown include children of the sea, huldrefolk, kyrie, shadowpeople, ursoi, wendle centaurs, and others. Characters of a rare race have the DC of their acceptance check increased by +2, at the expense of gaining no alignment modifier or penalty. Even though few can discern anything overtly malicious or benign about them, the otherwise alien appearance still adds a certain level of mistrust. This modifier can change based upon how odd-looking or strange the character may be. For instance, a shadowperson's DC modifier remains at +2, whereas a huldrefolk's may be +4.

Population: The exact area that the character has spent his previous level can also greatly affect how those around him perceive him. Smaller more rural communities, although more welcoming and loving to those who they already know and consider "family," can be extremely judgmental and untrusting of outsiders. This is a natural offshoot of the harsh danger that such people constantly live with, causing them to understandably view outsiders as a potential threat. It often takes more for an individual to prove their good intent to people living in such communities. This mindset naturally makes it much harder for monster characters to prove themselves to such communities, but the upswing is that such towns usually only have a single sheriff who won't be willing to actively confront the character so long as he doesn't disturb the general public.

The more populated an area gets, the more its inhabitants are used to seeing a wealth of diversity. They may cast a wary glance at a thanoi lumbering down the streets, but ultimately realize that so long as it is minding its own business, there's no reason to panic or get excited. Because of this, the metropolitan areas of Krynn are more tolerant towards monstrous characters, and find it easier to believe that such a character is capable of becoming a valued member to their adopted society. The downfall in trying to seek out acceptance in such an area is that metropolitan areas often have a strong body of law-enforcement, be it local militia or different orders of knights.

Authorities in greatly populated areas are treated as having hostile attitudes and seek to bring the character in for questioning. If the character cooperates and has no discernable hidden agenda, the authorities will release him from custody, reverting to an unfriendly attitude. They will inform all members of their city guard to keep a wary eye on the character, and assign at least one member to escort and keep watch over him at all times. Depending on the mindset of the city, if the character has not left the city within a few days, the authorities of a more conservative city will politely ask him to take his leave, backing up any refusal with appropriate force, while more lax cities will simply call off their escort, while keeping a careful eye on the character in question. Individual cities may vary when it comes to the tactics they use depending upon how closely aligned they are to the monster race's typical alignment.

The exact DC adjustments provided by cities and towns to a creature's acceptance check can be found in the following chart, along with the other aforementioned adjustments.

Bypassing Prejudices

Characters without acceptance have a few options that allow them to bypass the disadvantages handed to them. Each method carries with it some great risk, as they employ some level of subterfuge or another.

Population	Effect
Thorp	+3 DC
Hamlet	+2 DC
Village	+1 DC
Small town	+0 DC
Large town	-1 DC
Small city	-2 DC
Large city	-3 DC
Metropolis	-4 DC

Miscellaneous*	Effect
Successful positive interaction	+2 to check
Failed positive interaction	+1 to check
Negative interaction	-4 to check
Same alignment	+2 to check
One step removed	+0 to check
Opposing alignment	-2 to check
Rarity	+2 to DC
Previous acceptance	+1 to check

*See Individual Descriptions for details

Bribes: Bribes usually work on those of unscrupulous character, or people in dire straits. The character can make a bribe when making a Diplomacy or Gather Information check. Each steel piece she gives to the recipient grants her a +1 circumstance bonus to the check. Characters must be careful about who they try to bribe. Attempting to bribe a Knight of Solamnia, for example, would do little more than insult the knight's honor and convince him of the character's duplicitous nature.

Disguise: By creating a successful disguise and passing itself of as something else, a monstrous character is able to negate all the disadvantages that its nature fosters. The main problem with using a disguise is that if the character is discovered, those in power are convinced that the character has something to hide or may be a spy, and take swift and immediate action.

Magic: The character can use spells such as charms or illusions to either fool or manipulate others into better treatment are the most dangerous means of getting around. Many places consider manipulating with one's mind to be a great crime. In Palanthas the Knights of Neraka have declared it to be a capital offense.

One person at a time: Characters who succeed at a Diplomacy check to shift the attitude of an NPC (see the Diplomacy skill in the Player's Handbook) might be able to mitigate the usual penalties when dealing with that individual. In order to do this, the character must improve the NPC's attitude towards them by at least one step. A character that fails to do so must wait at least a number of days equal to the difference between the target DC and the actual modified die roll. Thus, if a character who tries to improve an NPC's attitude from unfriendly to indifferent (DC 15) but ends up with a modified roll of 13 must wait at least two days before trying to improve the character's attitude again. Any attempts made prior to that have a 50% chance of decreasing the character's attitude by one category, causing already-hostile creatures to either attack the character, or call the town guards.

A DM may rule that a character that has done something such as saved an entire village is no longer subject to these penalties from anyone within the village.

Acceptance and What It Means

Although it ends up being a beneficial thing, gaining acceptance isn't always completely a positive result. Oftentimes people will accept a monstrous character only out of the thrill of exoticism. A sivak that is also a righteous follower of Kiri-Jolith is a one-in-a-million occurrence, and many view it as a rare curiosity to latch onto. They believe that they can acquire some sort of prestige or notoriety by associating with the sivak, and on some level may even feel that others will attribute the sivak's "redemption" to the influence of those around it, or wallow in the prestige associated with being perceived as open-minded enough to not let the draconian's race play a role in their treatment of it. Ultimately this kind of acceptance can be somewhat unfulfilling to a monstrous character, who rightfully realizes that regardless of how appreciated his deeds are, in the end he is viewed as little more than a commodity to be shown off.

True acceptance comes when the character has made such an impression on those around him that he is viewed entirely based upon his strength of character and the contributions he has made. To such individuals he is not some exotic pet to be paraded for the sake of entertainment, nor is he viewed as a curious exception to the rule. In fact, among such people his race often makes no difference to how he is viewed. Few monstrous characters ever gain true acceptance beyond a handful of individuals. Gaining True acceptance functions much like the standard rules for gaining acceptance, save that the roll is always made against a DC 30. This roll is only modified by character level, and can only be made at the DM's discretion whenever a character has succeeded at a noteworthy and wide-reaching achievement. A character that gains true acceptance has become renowned for his deeds, and is

welcome in most circles. Tanis Half-Elven is an example of a character who eventually gained True acceptance for his role in the War of the Lance as well as the tasks he undertook to strengthen the bonds between the humans and elves following the war.

Character Goals and True Acceptance

If you decide to introduce the acceptance rules into your campaign, you should be prepared to have a long and involved situation that will follow a character throughout his or her entire adventuring career. Acceptance rules should always have an impact on characters, even when the character has already gained acceptance in the campaign area of choice, and should not be relegated to something that doesn't show up after the fact. The struggle introduced by the acceptance rules is one that can often be as rewarding as it is frustrating, and one that will ensure a constant wave of rich and vibrant roleplaying experiences. Once a character has gained acceptance, she is now subject to great demands placed upon her by her adopted societies to maintain a level of behavior consistent with what brought her there in the first place.

Because these acceptance rules can play such a key aspect to a character's career, treat gaining acceptance as a minor personal goal (XP reward equal to the character's current XP divided by 8). Gaining true acceptance (see "Acceptance and What it Means") should be treated as a major personal goal (XP reward equal to the character's current XP divided by 6). For more information on Mission Goals, see page 194 of the *DRAGONLANCE Campaign Setting*.)

In Summary

As has already been made clear, these rules can only ever at best provide a thorough guideline for determining the DC of acceptance checks. Ultimately it comes down to the general attitudes of the exact location that a character has spent the majority of their previous level at, as well as the type of campaign that a DM wants to run. A general rule of thumb is to either raise or lower the DC of the acceptance check by 2 depending on certain factors not otherwise accountable by the above set of guidelines (such as a certain area being more or less lax about their treatment of outsiders).

The exact penalties dealt to a creature that lacks acceptance can also be malleable depending upon who it interacts with. A minotaur who does not have the acceptance of a community of Silvanesti elves may be better suited to have a –6 penalty to all of its Charisma-based actions, and may not even be allowed the "grace" period that authorities usually give monstrous characters as described above. Simply put, there are some individuals who just won't tolerate the presence of a monstrous character at all until said character has proven themselves elsewhere and the information has reached them second-hand.

Areas Suited for Monstrous Characters

What follows is a brief listing and overview of certain areas on Ansalon that serve as examples of how the acceptance system can be tailor-made to specific locales. These areas also serve as suggested "jumping points" for a monstrous player character to launch his adventuring career in a fashion that allows for fun roleplaying without the disadvantages stacked too greatly against him. The following locations are written from the perspective of the post-War of Souls era as presented in the *DRAGONLANCE Campaign Setting* and the *Age of Mortals* sourcebook, though some of this information (such as Mount Nevermind) could easily apply to other eras of play.

Mount Nevermind

BASE ACCEPTANCE DC: AUTOMATIC

The fact that Mt. Nevermind is automatically accepting of monstrous characters is something of a mixed blessing. While the gnomes generally have no prejudice against any given race, the guild of DiverseandSupernaturalLifeformsOtherwiseHeretoforeUndocumented, etc. will take a keen interest in monstrous characters, poking and prodding and often making them the (sometimes unwilling) subject of many experiments. The more magical or alien such a creature is, the more the gnomes will want to experiment on her and see what makes her tick. Although the gnomes show great fervor in their experiments, they aren't entirely oblivious to the inconvenience caused by their studies, and will often reward such characters' diligence with trinkets or information.

Palanthas

Base acceptance DC: 15.

The metropolis of Palanthas is one teeming with richness and diversity due to its great commercial center. In fact, it is somewhat easier for monstrous characters to find acceptance here due to the rigid rule of the Knights of Neraka–originally the knighthood had many monstrous aides such as draconians and the then-rare tarmaks. The knights swiftly and brutally quelled the earliest resistance and resentment of such races. In the 40 or so years since, what was first a forced grudging toleration of other races in Palanthas has evolved into a realization that many such creatures aren't inherently destructive to the people's way of life. While humans, elves, kender, and other standard races are still by far the majority of citizens in Palanthas, the overall attitude towards other races has become more lax and accepting–the one positive benefit to the Dark Knights occupation of the city, and one that will hopefully will not disappear should the city's captors be evicted.

The one negative aspect towards the Dark Knights allowing monstrous characters within their city walls, is that such characters have to pay a weekly so-called "monster tax" of 10 steel pieces to back up the "insurance of safety" that the knights provide the character–it has not gone past the notice of many that such an "insurance" is no longer needed given Palanthas's more accepting views.

In past eras the base acceptance DC of Palanthas is raised to a 17, as the highly protective control of the Solamnic Knights make it a bit more difficult for monstrous characters to prove themselves.

Sanction

Base acceptance DC: 15

Easily the most diverse area on Ansalon, Sanction truly came into its own as a city under the guidance of Hogan Bight beginning early on in the Age of Mortals. What was once a squalid dive of a city quickly cleaned up its reputation, and became a hodgepodge of various races and peoples from across Ansalon. Bight worked hard to include all of Sanction's residents in the reconstruction of the city into one that was worthy of trade and commerce. That added to the fact that the city was surrounded by enemies on almost all sides, had a unifying effect on the people of city, and individuals of many races worked side-by-side, coming to understand one another better. Because of this, Sanction has been able to more fully embrace the notions of accepting others into their fold.

Monstrous characters seeking acceptance in Sanction find their way to be a bit easier. The local authorities are simply unfriendly instead of hostile (and thus do not take the actions described above), any given citizen has a 50% chance to be indifferent instead of unfriendly, and characters that lack acceptance do not incur the additional 25% fees to all goods and services. Characters seeking acceptance in Sanction do not add their racial alignment modifier to checks, whether it's positive or negative. The people of Sanction have learned enough to know not to pay too close of attention to previous expectations set forth for any given race, be they good or ill.

In times past when Sanction was a seedier city and a den of iniquity, the acceptance DC was the standard 17 for a large city, as few in the city had room to judge others. The city was evil, and the racial alignment modifier for good characters was doubled to a –4 penalty to acceptance checks.

Schallsea

Base acceptance DC: 18

Home to the Citadel of Light, the isle of Schallsea served as a beacon of hope during the early Age of Mortals when much of Ansalon had been swallowed up under the rule of the great dragons. Under the tutelage of the wise and caring Goldmoon, Schallsea welcomed with open arms the poor downtrodden victims of the Overlords as well as those facing spiritual crises who had come to the island seeking something in the bleak world that was greater than themselves. Though wary of monstrous creatures, the island of Schallsea took in its first monstrous applicant in the form of a gnoll named Orvago, who quickly became something of a fixture at the Citadel, even helping to save the fledgling group in its early years.

In the thirty-five or so years since its founding, more than a few dozen monstrous characters have come to the shores of Schallsea and the Citadel in particular, either seeking mystic training or looking for a place to find meaning and a worthy cause. The warm welcome typically associated with the Citadel has not changed even now that clerics of Mishakal have come to call the Citadel home as well.

Monstrous characters on Schallsea do not suffer from the 25% increase to fees, and the Charisma-based skill check penalty is halved. Most civilians are indifferent to such creatures, though there are still a handful of people that will inevitably be unfriendly towards her. Authorities such as the Knights of Solamnia will be in the unfriendly category, initially keeping a watchful eye on the character, though they will be outwardly courteous and polite, though the strain of maintaining such a demeanor is evident should the monstrous character in question come from a typically evil race. Gaining acceptance on Schallsea gives +2 bonus to future acceptance checks instead of the

usual +1; the endorsement of the Citadel of Light carries with it much weight. Furthermore, a character that enters a region that borders one in which she already has acceptance can make an acceptance check at a –6 penalty the first time she enters said region without needing to wait to gain a level. This, too, is an extension of the prestige associated with carrying the Citadel's approval. All other modifiers apply as normal.

Teyr

Base Acceptance DC: 17

Draconians are no strangers when it comes to finding their way in the world. Because of this, those that reside in Teyr tend to be a bit more sympathetic to the plight of others that desire acceptance. Because of this, the draconians of Teyr are slightly more welcoming than most cities their size, though the hostilities and aggression resulting from the upbringing of the first generation of draconians prevents them from being even more open to monstrous characters than they already are.

A character in Teyr does not suffer a penalty to his Charisma-based skills, though he still incurs the 25% additional charge to all services and goods. Most citizens are considered to be indifferent to the character, while the city watch is unfriendly. Reptilian and draconic characters that seek acceptance in Teyr gain a +4 bonus to their acceptance checks, as they draconians find it much easier to relate to them.

Suggested Monster Races

Naturally certain races lend themselves better to treatment as a PC race than others do. What follows is a quick discussion of the possible motivations for races most suited for use as player characters your home campaign, with the rarity DC modifier following appropriate creatures in parentheses. These races are grouped as in the d20 System core rules according to how difficult these races would be to include as player characters.

Easy

Child of the sea (+1), jarak-sinn, kyrie (+1), phaethon* (+1), slig, tayfolk (+2), shadowpeople (+2).

These sorts of monstrous characters usually are not too maligned, and have very few powers that could interfere with the flow of the game. Usually such creatures also have a less difficult time of gaining acceptance from others, and feeling the prejudice of others. They typically adventure for the same reasons that members of standard races do–the desire to find adventure, or personal gain.

* Assuming the phaethon's true nature is discovered.

Difficult

Bozak draconian, dragonspawn, saqualaminoi (+1), sivak draconian, thanoi, ursoi (+2).

Monsters in this category have powers and strengths that are harder to work into a campaign at earlier levels. Also, such creatures have a difficult time integrating themselves into society and gaining acceptance. Such monsters are usually motivated to go out and seek out the world around them, looking for some greater purpose to be a part of. Such creatures also, when good-aligned, are often the exception to the rule, and adventuring allows them a means to get away from a lifestyle that either disagrees with, or tempts them. Sometimes such creatures have quests related to their race itself, to retrieve some item or magic of importance. Kang and his engineers delving into Thorbardin to recover the eggs of female draconians is such an example.

Very Difficult

Aurak draconian, desolation giant, disir (+2), huldrefolk (+4), magori, ogre titan.

These sorts of creatures are particularly powerful, rare, malicious, or bizarre and keep to themselves. Sometimes these monsters are limited to certain areas for one reason or another, such as the ogre titans who constantly need their draught of magical elven blood to maintain their transformation, or the communal disir with their completely alien mindset. Such creatures should be exceedingly rare as player characters, and perhaps could even play off their rarity as a reason for adventuring. An ogre titan PC might want to find another method of maintaining the transformation in order to undermine the power of Dauroth.

Regardless of your PC's motivation for adventuring, one thing should remain a priority: making the characters people instead of monsters with gear strapped on. A key element of the *Dragonlance Campaign Setting* is that it's a very character-driven world. This aspect is what has made it's characters so memorable and lasting, and ultimately will do the exact same for your own characters, even those of monstrous origins.

appendix 3. Wilderness Encounters

The encounters listed in this appendix are appropriate for any campaign set in the time period following the War of Souls.

As a party of characters travels through the regions of Ansalon, there is a chance per hour that they may run into a wilderness encounter, as shown below.

Terrain	Normal Travel	Cautious Travel	Hiding
Desolate/Wasteland	5%	2%	1%
Frontier/Wilderness	8%	4%	2%
Verdant/Civilized	10%	5%	2%
Heavily Traveled	12%	6%	3%

The Cautious Travel encounter chance is for parties that are camping in the open or moving with unusual caution (half their best possible speed or lower). The Hiding encounter chance is for parties that are camping in secret or otherwise laying low. A party camping with a fire is never considered to be hiding.

Each wilderness encounter table includes the following pieces of information:

d%: The result on percentile dice that will generate a given encounter. Use the Day or Night column, as appropriate.

Encounter: The type of creature or creatures encountered. Some of these may be groups, such as an ogre warband or Knights of Solamnia.

Number Encountered: The number of creatures encountered. If the term "see Groups" appears here, refer to the section following the tables for the exact composition of the encounter.

Groups

Groups mentioned in the following wilderness encounter tables are described here.

Bandit gang: 1d3 1st-level warriors and 1 leader (d%: 01-70 fighter, 71-00 rogue) of level 1d3+1. Bandits are usually chaotic evil. To determine the racial makeup of these bandits, roll d%: 01-65 human, 66-90 half-ogre, 91-00 afflicted kender (chaotic neutral).

Bards: 1d3 bards of level 1d4+1 plus 1d8-2 1st-level warrior bodyguards and 1d4+2 1st-level expert minstrels. Bards are usually chaotic good. For the race of these bards, roll d%: 01-70 human, 71-85 half-elf, 86-00 Qualinesti elf.

Dark clerics: 2d4 human clerics of level 1d3. For the patron deity of these clerics (and cleric alignment) roll d%: 01-30 Sargonnas (LE), 31-60 Chemosh (NE), 61-75 Hiddukel (CE), 76-90 Morgion (NE), 91-00 Zeboim (CE).

Dark thrall band: 1d6 dark thrall human warriors of level 1d3. Always chaotic evil.

Desert nomads: 2d4 human 1st-level warriors led by a leader of level 1d6+1. Usually neutral. For the leader's class, roll d%: 01-40 fighter, 41-60 barbarian, 61-90 rogue, 91-00 ranger (patron deity Chislev).

Disir invaders: 2d4 tyin plus 1d6 disir handlers.

Draconian band, mixed: 1d4 baaz warriors, 1d3 kapak warriors plus 1 leader (d%: 01-70 bozak, 71-90 sivak, 91-00 aurak).

Dragonspawn, black abominations: 1d3 dragonspawn abomination 1st-level warriors of various base creature stock: d% 01-25 elf, 26-45 dwarf, 46-70 ogre, 71-90 minotaur, 91-00 centaur.

Druids: 2d4 1st-level human druids plus 1 leader of level 1d4+2. For leader's race, roll d%: 01-80 human, 81-00 half-elf.

Dwarven miners: 2d4 dwarf 1st-level experts (armed with hammers) and 1d4 dwarf 1st-level warriors. Determine dwarf clan by region or as desired.

Elf band: 1d6+2 elf 1st-level warriors, 1d4 elf rangers of level 1d3, and 1 leader of level 1d3+2. Usually chaotic good. For leader's class, roll d%: 01-50 fighter, 51-75 ranger, 76-00 wizard.

Elven resistance: As elf band, plus 1d4 additional elf experts of level 1d3.

Elven refugees: 3d6 elf 1st-level commoners, 1d6 elf experts of level 1d3, and 1d6 elf 1st-level warriors. Usually chaotic good.

Gnome lab technicians: 1d6+1 gnome experts of level 1d3, armed with hammers (d% 01-65) or light maces (66-00).

Goblinoid band: 2d4 goblin 1st-level warriors plus 1d3 hobgoblins and one leader (d%: 01-60 hobgoblin fighter level 1d3; 61-00 bugbear fighter level 1d3).

Good cleric: 1d4 human clerics of level 1d3. For the patron deity of these clerics (and cleric alignment) roll d%: 01-30 Majere (NG), 31-60 Mishakal (NG), 61-75 Habbakuk (NG), 76-90 Branchala (CG), 91-00 Kiri-Jolith (LG).

Gully dwarf scroungers: 2d4 Aghar 1st-level commoners plus 1d3 Aghar warriors of level 1d3.

Hobgoblin mercenaries: 1d6+2 hobgoblin warriors led by a leader of level 1d4 (d%: 01-40 fighter, 41-90 mariner, 91-00 ranger).

Human settlers: 2d6 human 1st-level commoners plus 1d4 human experts of level 1d3 plus 1d4 human 1st-level warriors. Usually lawful good.

Ice Folk band: 1d6 human 1st-level warriors and 1d3 human barbarians of level 1d3. Usually chaotic neutral.

Kender band: 1d4+2 kender 1st-level rogues plus 1d3 kender fighters of level 1d3. Usually neutral.

Kender band (afflicted): As kender band above, but replace rogues with fighters and fighters with rangers.

Knights of Neraka: 1d6+2 human 1st-level warriors, 1d4 human fighters of level 1d3+1, and one leader of level 1d3+5 (d%: 01-70 Ftr/Lily Knight, 71-00 Clr/Skull Knight). Mounted on horses if on land. Always lawful evil.

Knights of Solamnia: 1d6+2 human 1st-level warriors, 1d4 human fighters of level 1d3+1, and one leader of level 1d3+5 (d%: 01-90 Ftr, 91-00 Ftr/Crown). Mounted on horses if on land. Always lawful good.

Kobold warband: 2d4 kobold 1st-level warriors with 1d3 shocker lizards.

Lizardfolk band: 1d3+3 lizardfolk with 1 leader of level 1d3 (d%: 01-40 druid, 41-80 ranger, 81-00 barbarian). Always neutral.

Merchants: 1d4 human experts of level 1d3 with 1d3+3 human 1st-level warriors. Usually lawful neutral.

Minotaur patrol: 1d6 minotaur 1st-level warriors with 1 leader of level 1d4 (d%: 01-70 fighter, 71-90 mariner, 91-00 cleric of Sargonnas).

Minotaur merchants: 1d4+4 minotaur 1st-level experts with 1d4 minotaur warriors of level 1d3.

Mountain nomads: 1d6 human 1st-level warriors and 1d3 human barbarians of level 1d3. Usually chaotic neutral.

Mystic: 1d4 mystics of level 1d3. For racial makeup, roll d%: 01-50 human, 51-60 dwarf, 61-70 elf, 71-80 kender, 81-90 half-elf, 91-00 half-ogre.)

Neutral cleric: 1d4 human clerics of level 1d3. For the patron deity of these clerics (and cleric alignment) roll d%: 01-30 Gilean (N), 31-60 Shinare (LN), 61-75 Zivilyn (N), 76-90 Sirrion (CN), 91-95 Reorx (N), 96-00 Chislev (N).

Ogre warband: 1d4 ogres led by 1 ogre of level 1d4. For leader's class, roll d%: 01-60 barbarian, 61-00 fighter.)

Pilgrims: 1d8+2 1st-level experts plus 1d3 clerics of level 1d3. For pilgrim's race, roll d%: 01-50 human, 51-80 half-elf, 81-00 dwarf.)

Pirates: 1d6 1st-level rogues plus 1d6 1st-level mariners led by 1 leader of level 1d6. Usually neutral evil. For leader's class, roll d%: 01-60 mariner, 61-90 fighter, 91-00 rogue. For group's race, roll d%: 01-60 human, 61-75 ogre, 76-00 minotaur.

Plains nomads: 1d6 human 1st-level warriors and 1d3 human barbarians of level 1d3. Usually chaotic good.

Sligs: 1d6 sligs plus 1 slig boss of Ftr level 1d4 plus 1d2 dire boars. 30% chance of 1d4 kobolds.

Sorcerer: 1d4 sorcerers of level 1d3. For racial makeup, roll d%: 01-50 human, 51-60 dwarf, 61-70 elf, 71-80 kender, 81-90 half-elf, 91-00 half-ogre.)

Steel legionnaires: 1d6 human (d%: 01-70) or half-elf (71-00) 1st-level fighters plus 1d3-1 1st-level rogues and 1d3-1 mystics (d%: 01-80) or sorcerers (81-00) of level 1d3. Usually neutral good.

Tarmak warband: 1d4+4 tarmak 1st-level warriors plus 1 tarmak leader of level 1d4. For leader's class, roll d%: 01-60 fighter, 61-99 barbarian, 00 mystic.

Wizard: 1d4 wizards of level 1d3+3 and 1d6 1st-level warriors. For race, roll d%: 01-70 human, 71-80 half-elf, 81-00 elf. To determine alignment and Order, roll 1d6: 1-3 Black, 4-5 White, 6 Red

Abanasinia

Table I. Abanasinia

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Bear, black	1d3-1
06-10	11-15	Centaurs	1d4
11-19	16-25	Deer	1d3+1
20	26-30	Dragon	1d2
21-25	31-40	Elven refugees	See Groups
26-30	41-55	Goblinoid band	See Groups
31-39	—	Good cleric	See Groups
40-50	56-60	Kender band	See Groups
51-60	61-70	Knights of Solamnia	See Groups
61-70	—	Merchants	See Groups
71-80	71-75	Mystic	See Groups
—	76-85	Owl, giant	1d3
81-85	—	Sorcerer	See Groups
86-90	86-90	Steel legionnaires	See Groups
91-97	91-00	Stirges	2d4
98-00	—	Wizard	See Groups

Table Ib. Abanasinian Dragons

d20	Dragon Type
01-05	Bronze (very young)
7-10	Copper (very young)
11-20	Green (young)

Desolation

Table 2. The Desolation (Formerly Balifor and Goodlund)

% Day	% Night	Encounter	Number Encountered
—	01	Balor	1
—	02-10	Daemon warrior	1
01-10	11-20	Dire boar	1
11-20	21-30	Draconian band, mixed	See Groups
21-25	31-35	Dragon	1
26-35	36-45	Dragonspawn, red	1d6
36-40	—	Druids	See Groups
41-45	46-50	Elemental, earth	1
46-50	51-55	Elemental, fire	1
51-60	56-60	Elemental minion, earth	1d2
61-70	61-66	Elemental minion, fire	1d2
71-75	67-70	Giant, Desolation	1d3
76-80	71-80	Kender band (afflicted)	See Groups
81-90	81-90	Ogre	1d4
91-95	91-95	Rast	1d4
96	—	Salamander, noble	1

Table 2b. Desolation Dragons

d20	Dragon Type
1-4	Fire (young adult)
5-8	Brass (adult)
9-20	Red (young adult)

Blood Sea Isles

Table 3. Bood Sea Isles

% Day	% Night	Encounter	Number Encountered
01-05	01-05	Arrowhawk	1d3
06-10	06-15	Dragon	1
11-15	16-20	Gargoyle	1d4
16-20	21-25	Kyrie	1d3+3
21-30	26-30	Mandibear	1
31-40	31-40	Manticore	1
41-45	41-45	Magori	1d6
46-55	46-50	Merchants	See Groups
56-65	51-60	Minotaur patrol	See Groups
66-75	61-70	Pirates	See Groups
76-80	71-75	Phase Spider	1
81-85	76-80	Rust Monster	1
86-90	81-85	Tayfolk twins	1d3 pairs
91-95	86-90	Tendriculos	1
96-98	91-95	Qlippoth	1
99-00	96-00	Wretch (any)	1d3

Table 3. Bood Sea Isles

Table 3b. Blood Sea Isles Dragons

d20	Dragon Type
1-9	Amphi (young adult)
10-15	Bronze (juvenile)
16-20	Sea (from Age of Mortals sourcebook) (young adult)

Estwilde

Table 4. Estwilde (includes Fume's realm)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Assassin vine	1
11-20	—	Dire ape	1
21-30	—	Dire lion	1
31	11-15	Dragon	1
32-35	—	Girallon	1
36-40	16-25	Hag, green	1d3
41-50	26-35	Kobold warband	See Groups
—	36	Lich (former 11th-level human wizard)	1
51-60	37-45	Lizardfolk band	See Groups
61-65	46-50	Mephit, steam	1d3
66	51-55	Pyrohydra (any)	1
67-80	56-60	Shambling mound	1
81-85	61-70	Shocker lizard	1d4
86-90	71-80	Spider eater	1d2
91-95	81-90	Troll, mewling	1
96-00	91-95	Whisper spider	1
—	96-00	Zombie, medium	2d4

Table 4b. Estwilde Dragons

d20	Dragon Type
1-2	Copper (adult)
3-4	Gold (very young)
5-20	Green (young adult)

Sable's Realm

Table 5. Sable's Realm (Includes Blode)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Aranea	1
06-10	11-15	Chaos beast	1d2

Table 5. Sable's Realm (Includes Blode)

% Day	% Night	Encounter	Number Encountered
11-15	16-20	Dark thrall band	See Groups
16-20	21-25	Draconian, mixed band	See Groups
21-25	26-30	Dragon	1
26-35	31-40	Dragonspawn, black	1d6
36-45	41-45	Dragonspawn, black abominations	See Groups
46-50	46-50	Harpy	1
51-60	51-55	Jelly, ochre	1
61-75	56-65	Kobold warband	See Groups
76-85	66-75	Lizardfolk band	See Groups
86	76-80	Naga, spirit	1
87-88	81-85	Phantom Fungus	1
89-90	86-87	Qlippoth	1
91-95	88-94	Sligs	See Groups
96-97	95-97	Stahnk	1
98-00	98-00	Wyndlass	1

Table 5b. New Swamp Dragons

d20	Dragon Type
1-6	Amphi (adult)
7-20	Black (young adult)

Kern

Table 6. Kern (includes Ogrelands)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Athach	1
06-10	11-15	Basilisk	1
11-15	16-20	Bulette	1
16-25	—	Dire bear	1d3
26	21-25	Dragon	1d3-1
27-30	—	Eagle, giant	1d6
31-35	26-30	Ettin	1
36-45	31-40	Hag, annis	1
46-55	41-50	Hag, green	1d3
56-60	51-55	Giant, hill	1
61-65	56-60	Ogre mage	1
66-75	61-70	Ogre titan (formerly ogre)	1d3
76-85	71-85	Ogre warband	See Groups
86-90	86-90	Tayfolk twins	1d3 pairs
91-95	91-95	Troll	1d2+2
—	96-99	Whisper spider	1
96-00	00	Yrthak	1

Table 6b. Kern Dragons

d20	Dragon Type
6-10	Brass (adult)
11-17	Copper (adult)
18-20	Green (adult)

Icereach

Table 7. Icereach (includes Icewall Glacier)

% Day	% Night	Encounter	Number Encountered
01-10	—	Bear, polar	1d4
11	01-05	Cryohydra (any)	1
12-15	06-10	Draconian, frost	1d4
16-20	11-20	Dragon	1
21-25	21-30	Frost Worm	1
26	31	Gelugon	1
27-35	—	Ice folk band	See Groups
36-40	32-35	Mephit, ice	1d4
41-50	36-45	Ogre warband	See Groups
51-55	46-55	Remorhaz	1d2
56-65	56-65	Skeletons	1d8+2
66-80	66-80	Thanoi	1d8
81-90	81-90	Ursoi	1d4
91-95	91-95	Wight, Frost	1d3
96-00	96-00	Wolf, Winter	1d4

Table 7b. Icereach Dragons

d20	Dragon Type
1-2	Frost (juvenile)
3-5	Silver (young)
6-20	White (young adult)

Kharolis

Table 8. Kharolis (includes Tarsis)

% Day	% Night	Encounter	Number Encountered
01-15	01-15	Bandit gang	See Groups
16-25	16-20	Bear, black	1d4
26-35	21-25	Deer	2d4
36	26-30	Dragon	1
37-40	31-40	Dwarven miners	See Groups
41-45	41-50	Gargoyle	1d3
46-55	51-60	Goblinoid band	See Groups
56-65	61-70	Gnoll	1d4+1
66-75	71-80	Knights of Neraka	See Groups
76-80	81-85	Razhak	1
—	86-90	Spectre	1

Table 8. Kharolis (includes Tarsis)

% Day	% Night	Encounter	Number Encountered
81-90	91-95	Thanoi	1d6
90-95	96-97	Troll	1d2
96-00	98-00	Zombie	2d4

Table 8b. Kharolisian Dragons

d20	Dragon Type
1-10	Copper (young adult)
10-16	Red (juvenile)
17-20	Silver (juvenile)

Khur

Table 9. Khur

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Bulette	1
06-15	—	Camel herd	3d6
16-20	11-15	Dragon	1
21-25	16-20	Elemental, medium fire	1
26-30	21-25	Feeder	1d3
31	26-30	Genie, efreeti	1
32-35	31-35	Genie, janni	1d4
36-45	36-45	Goblin	1d6+6
46-60	46-60	Desert nomads	See Groups
61-65	61-65	Medusa	1
66-70	66-70	Mummy	1
71-80	71-80	Ogre	1d3
—	81-85	Nightshade	1
81-90	86-90	Spider eater	1
91-00	91-95	Vargouille	1d3
—	96-00	Wight	

Table 9b. Khurish Dragons

d20	Dragon Type
1-10	Blue (young adult)
11-16	Brass (adult)
17-20	Copper (young adult)

Neraka

Table 10. Neraka (includes Taman Busuk and Sanction area)

% Day	% Night	Encounter	Number Encountered
01-15	01-15	Bandit group	See Groups
16-20	16-20	Carrion crawler	1
21-30	21-25	Dark clerics	See Groups

Table 10. Neraka (includes Taman Busuk and Sanction area)

% Day	% Night	Encounter	Number Encountered
31-35	26-30	Doppleganger	1
36-45	31-35	Draconian, baaz	1d4+2
46-50	36-40	Dragon	1
51-55	41-45	Elemental minion (fire)	1
56-65	46-55	Goblinoid band	See Groups
66-70	56-65	Gnolls	1d3+1
71-80	66-75	Knights of Neraka	See Groups
81-85	76-80	Merchants	See Groups
86-90	81-90	Ogre	1d6
—	91-95	Shadowfolk	1d3
91-00	96-00	Tarmak warband	See Groups

Table 10b. Nerakan Dragons

d20	Dragon Type
1-8	Black (adult)
9-16	Green (young adult)
17-20	Shadow (from Age of Mortals sourcebook) (young adult)

Nightlund

Table 11. Nightlund (includes Kalaman)

% Day	% Night	Encounter	Number Encountered
—	01-10	Allip	1
01-10	11-20	Aranea	1
11-20	21-30	Draconian, bozak	1d3
21-30	31-40	Draconians, mixed	See Groups
31	41-45	Dragon	1
32-45	46-50	Human settlers	See Groups
46-55	51-60	Knights of Solamnia	See Groups
56-70	61-65	Merchants	See Groups
71-80	66-70	Moose	1d4+1
—	71-75	Shadow	2d4
—	76	Skeletal Warrior	1
—	77-80	Skeleton, medium	1d8+2
—	81-85	Spectre	1
81-90	86-90	Tayfolk twins	1d3 pairs
91-00	91-95	Kender band	See Groups
—	96-00	Zombies, medium	2d8

Table 11b. Nightlund Dragons

d20	Dragon Type
1-11	Blue (young adult)
12-13	Gold (juvenile)
14-20	Red (young adult)

Nordmaar

Table 12. Nordmaar (includes Great Moors)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Black willow	1
11-20	11-15	Centaur, wendle	1d6
21-25	16-25	Chuul	1
26	26-30	Dragon	1
27-30	31-35	Girallon	1
31-35	36-45	Harpy	1d3
36-50	46-55	Lizardfolk band	See Groups
51-55	56-60	Mandibear	1
56-65	61-65	Plains nomads	See Groups
66-70	66-70	Naga, guardian	1
71-75	71-75	Ogre mage	1
76-85	76-85	Sligs	See Groups
86-90	86-90	Swarm, spider	1
91-93	91	Tayfolk twins	1d3 pairs
94-97	92-95	Tendriculos	1
98-00	96-00	Treant	1

Table 12b. Nordmaar Dragons

d20	Dragon Type
1-8	Amphi (mature adult)
9-19	Black (adult)
20	Bronze (young adult)

Northern Ergoth

Table 13. Northern Ergoth (includes Hylo and Sikk'et Hul)

% Day	% Night	Encounter	Number Encountered
06	06-10	Dragon	1
07-10	—	Dryad	1
11-20	11-20	Elven refugees	See Groups
21-30	21-25	Elk	2d6
31-40	26-35	Goblinoid band	See Groups
41-45	36-40	Good cleric	See Groups
46	41-45	Huldrefolk	1d4
47-55	—	Merchants	See Groups
56-65	46-55	Mountain nomads	See Groups
66-70	56-60	Mystic	See Groups
71-75	61-70	Nymph	1
76-85	71-80	Pirates	See Groups
86-90	—	Sorcerer	See Groups
91-92	81-90	Sprite (any)	1d3
93-99	91-00	Kender band	See Groups
00	—	Wizard	See Groups

Table 13b. Northern Ergothian Dragons

d20	Dragon Type
1-10	Red (young)
11-20	Silver (young)

Plains of Dust

Table 14. Plains of Dust

% Day	% Night	Encounter	Number Encountered
—	01-10	Allip	1
01-10	—	Austrich	1d4
11-15	11-15	Basilisk	1
16-20	16-20	Blink Dog	1d3
21-30	21-25	Camel herd	2d6
31-40	—	Centaur scouts	1d4+2
41-50	—	Desert nomads	See Groups
51-60	26-30	Draconian, lightning	1d3
61	31-35	Dragon	1
62-70	36-45	Elf band (Qualinesti and Silvanesti mix)	See Groups
71-75	46-55	Hatori	1
76-80	56-60	Kyrie	1d6
81-85	61-70	Lamia	1
—	71-80	Skeleton	1d8+2
86-90	—	Skrit	1
91-95	81-85	Steel legionnaires	See Groups
96-00	86-95	Tarmak warband	See Groups
—	96-00	Wretch, sand	1d3

Table 14b. Plains of Dust Dragons

d20	Dragon Type
1-11	Blue (young adult)
12-18	Brass (adult)
19-20	White (adult)

Qualinesti

Table 15. Qualinesti (includes Nalis Aren)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Allip	1
06-10	11-20	Assassin vine	1
11-20	21-30	Black willow	1
21	31-35	Dragon	1
22-30	36-40	Dragonspawn, green	1d4+4
31-35	—	Dryad	1
36-45	41-45	Elven resistance	See Groups
—	46	Elven ghost (former 7th-level elf warrior)	1

Table 15. Qualinesti (includes Nalis Aren)

% Day	% Night	Encounter	Number Encountered
46-60	47-55	Goblinoid band	See Groups
61-65	61-65	Griffon	1d4
66-75	66-75	Knights of Neraka	See Groups
76-80	76	Nymph	1
81-85	77-80	Owlbear	1d2
86-90	81-85	Qlippoth	1
91-93	86-90	Satyr	1d4
94-95	91-95	Shambling mound	1
—	96-97	Spectre	1
96-97	—	Treant	1
—	98-00	Wichtlin	1
98-00	—	Worg	1d4+4

Table 15b. Qualinesti Dragons

d20	Dragon Type
1-9	Copper (young adult)
10-18	Green (young adult)
19-20	Silver (juvenile)

Sancrist

Table 16. Sancrist (includes Gunthar and Mount Nevermind)

% Day	% Night	Encounter	Number Encountered
01-10	01-05	Deer	2d6
11-20	06-15	Dire Boar	1
21	16-20	Dragon	1
22-25	21-30	Eagle, giant	1d4
26-30	31-35	Elemental, medium air	1
31-40	36-45	Elk	2d4
41-45	46-55	Gnome lab technicians	See Groups
46-50	56-60	Good cleric	See Groups
51-60	61-70	Gully dwarf scroungers	See Groups
61-62	71	Irda	See Groups
63-65	72-75	Knight haunt	1
66-76	76-85	Knights of Solamnia	See Groups
77-80	86-90	Stirges	1d4+4
81-85	91	Unicorn	1
86-90	92-95	Wizard	See Groups
91-00	96-00	Wolf	1d6+2

Table 16b. Sancrist Dragons

d20	Dragon Type
1-6	Bronze (young)
7-13	Red (young)
14-20	Silver (young)

New Sea

Table 17. New Sea (includes Schallsea)

% Day	% Night	Encounter	Number Encountered
01-05	01-05	Child of the sea	1
06-10	06-10	Dragon	1
11-15	11-15	Dryad	1
16	16	Elemental, elder water	1
17-25	17-25	Ghaggler	1d4+2
26-35	26-35	Gnoll	1d4
36-45	36-45	Kuo-toa	1d4+2
46-60	46-55	Merchants	See Groups
61-70	55-65	Mystics	See Groups
71-80	66-75	Pilgrims	See Groups
81-90	76-85	Plains nomads	See Groups
91-95	86-95	Sahuagin	1d6
96-00	96-00	Tritons	1d6

Table 17b. New Sea

d20	Dragon Type
1-11	Amphi (adult)
12-15	Black (adult)
16-20	Bronze (adult)

Silvanesti

Table 18. Silvanesti (Minotaur-occupied)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Dire wolf	1d3
11-15	11-15	Dragon	1
16-20	16-20	Dryad	1
21-30	21-30	Elven resistance	See Groups
31-35	31-35	Griffon	1d4
36-45	36-40	Krenshar	1d6
46-55	41-55	Minotaur patrol	See Groups
56-65	—	Minotaur merchants	See Groups
66-75	56-60	Nymph	1
76-80	61-70	Owlbear	1
81-85	71-80	Sprite, (any)	1d3
86-90	81-85	Satyr	1
91-95	86-90	Troll, mewling	1
96-00	91-95	Tylor (green)	1

Table 18. Silvanesti (Minotaur-occupied)

% Day	% Night	Encounter	Number Encountered
—	96-00	Wichtlin	1

Table 18b. Silvanesti Dragons

d20	Dragon Type
1-4	Blue (adult)
5-20	Green (mature adult)

Solamnia

Table 19. Solamnia (inc. Vingaard Mountains and Solanthus)

% Day	% Night	Encounter	Number Encountered
01	01	Archon, lantern	1
02-05	02-10	Dragon	1
06-15	11-15	Eagle, giant	1d3+2
16-25	16-25	Elk	2d4
26-35	26-30	Good cleric	See Groups
36-40	31-35	Knight haunt (Solamnic or Nerakan)	1
41-50	36-45	Knights of Solamnia	See Groups
51-60	46-50	Merchants	See Groups
61-70	51-55	Mystic	See Groups
71-80	56-60	Neutral cleric	See Groups
—	61-70	Owl, giant	1d4
81-85	71-75	Saqualaminoi	1d4+1
86-90	76-85	Steel legionnaires	See Groups
91-00	86-00	Wolf	1d6+3

Table 19b. Solamnic Dragons

d20	Dragon Type
1-6	Blue (young adult)
7-14	Copper (adult)
15-20	Silver (young adult)

Southern Ergoth

Table 20. Southern Ergoth (includes Gellidus' Realm and Eastwatch)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Bear, polar	1
11-15	11-20	Dragon	1
16-25	21-30	Dragonspawn, white	1d6
26-35	31-35	Elk	2d4
36-40	36-45	Elven resistance	See Groups
41-45	46-50	Frost worm	1
46-55	51-55	Knights of Solamnia	See Groups
56-65	56-60	Knights of Neraka	See Groups
66-75	61-70	Ogres	1d4+1
76-80	71-75	Ogre titans (former ogres)	1d3
81-85	76-80	Remorhaz	1
86-90	81-85	Saqualaminoi	1d4
91-95	86-95	Thanoi	1d4
96-00	96-00	Wight, frost	1

Table 20. Southern Ergoth (includes Gellidus' Realm and Eastwatch)

Table 20b. Southern Ergothian Dragons

d20	Dragon Type
1-6	Silver (young adult)
7-20	White (adult)

Teyr

Table 21. Teyr

% Day	% Night	Encounter	Number Encountered
—	01-10	Ankholian undead (former wight)	1
01-10	11-20	Disir invaders	See Groups
11	21	Draconian, aurak	1
12-15	22-25	Draconian, sivak	1d3
16-30	26-35	Draconian, mixed band	See Groups
31-40	36-40	Draconian, noble (any)	1d4
41	41-45	Dragon	1
42	46	Elemental, greater earth	1
43-50	47-55	Kyrie	1d6
51-55	—	Mystic	See Groups
56-65	56-65	Ogre	1d4+3
66-75	—	Plains nomads	See Groups
76-80	66-70	Purple worm	1
81-85	71-75	Razhak	1
86-90	76-80	Saqualaminoi	1d4+2
91-95	81-90	Sorcerer	See Groups
96-00	91-00	Tylor (red)	1

Table 21b. Teyric Dragons

d20	Dragon Type
1-7	Blue (young adult)
8-16	Brass (adult)
17-20	Copper (adult)

Dwarven Kingdoms

Table 22. Dwarven Kingdoms
(Thoradin, Thorbardin, Garnet underground)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Allip	1
06-10	11-15	Choker	1d3
11-15	16-20	Delver	1
16-25	21-30	Disir invaders	See Groups
26-35	31-40	Dwarven miners	See Groups
36	41	Elemental, Huge Earth	1
37-45	42-45	Gibbering mouther	1d2
46-55	46-50	Grick	1d4
56-65	51-55	Grimlock	2d4
66-75	56-65	Gully dwarf scroungers	See Groups
76-80	66-70	Horax	1
81-85	71-75	Purple worm	1
86	76-80	Razhak	1
87-90	81-85	Roper	1
91-95	86-90	Urkhan worm (juvenile)	1d4
96-99	91-95	Urkhan worm (adult)	1
00	96-00	Wight	1d3

Northern Wastes

Table 23. Northern Wastes

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Behir	1
06-15	11-15	Camel herd	2d8
16-25	16-25	Desert nomads	See Groups
26-30	26-30	Dire lion	1
31	31-35	Dragon	1d3-1
32-40	36-45	Dragonspawn, blue	1d4+4
41-42	46	Elemental, medium earth	1d3
43-47	47-50	Hatori	1
48-55	51-60	Knights of Neraka	See Groups
56-65	61-70	Knights of Solamnia	See Groups
66-70	71-75	Lamia	1
71-80	76-85	Monstrous scorpion (Huge)	1d3
81	86-90	Rakshasa	1
82-86	91-92	Salamander, Noble	1
87-90	93-94	Sphinx (any)	1
—	95-99	Wight, shadow	1
91-00	00	Wyvern	1d3

23b. Northern Waste Dragons

d20	Dragon Type
1-9	Blue (young adult)
10-17	Brass (adult)
18-20	Gold (young)

Throtl

Table 24. Throtl
(includes Lemish, Cinder's realm)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Ankheg	1d2
11-25	11-20	Bandit gang	See Groups
26-30	21-30	Digester	1
31-35	31-40	Dire wolf	1d4
36-40	41-45	Dragon	1d3-1
41-55	46-60	Goblinoid band	See Groups
56-60	61-65	Gurik cha'ahl (former goblin 1st-level warriors)	1d3
61-70	66-80	Hobgoblin mercenaries	See Groups
71-75	81-85	Howler	1d4
76-77	86-87	Hydra (any)	1
78-83	88-95	Ogre	1d4+1
84-85	96-97	Stahnk	1
86-95	98-00	Troll	1d3+1
96-00	—	Yrthak	1

Table 24b. Throtlese Dragons

d20	Dragon Type
1-2	Bronze (juvenile)
3-16	Red (adult)
17-20	Silver (very young)

Western Coastal Waters

Table 25. Western Coastal Waters
(Sirrion Sea, Straits of Algoni, etc)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Child of the sea	1
06-10	11-15	Dragon	1
11-15	16-20	Elemental, small water	1d6
16-20	21-25	Hag, sea	1
21-30	26-30	Lacedon	1d4+1
31-35	31-35	Kalothagh	1d3
36-40	36-40	Kapoacinth	1d4
41	41	Kraken	1
42-45	42-50	Kuo-toa	2d4
46-60	51-60	Merchants (on ship)	See Groups
61-65	61-65	Merfolk	1d6

Table 25. Western Coastal Waters (Sirrion Sea, Straits of Algoni, etc)

% Day	% Night	Encounter	Number Encountered
66-70	66-70	Merrow	1d3
71-80	71-80	Porpoise	1d3+3
81-85	81-88	Scrag	1d3+1
86-89	89-90	Sea cat	1d3
90-97	91-96	Knights of Solamnia (on ship)	See Groups
98-99	97-98	Tritons	1d4
00	99-00	Whale, cachalot	1

Table 25. Western Coastal Water Dragons

d20	Dragon Type
1-2	Black (adult)
3-7	Bronze (adult)
8-20	Sea (from *Age of Mortals* sourcebook) (adult)

Eastern Coastal Waters

Table 26. Eastern Coastal Waters (Eastern Courrain, Bay of Balifor, etc)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Dire shark	1
11-15	11-15	Dragon	1
16	16-20	Dragonturtle	1
17-20	21-30	Elemental minion, water	1d4
21-30	31-35	Elf, Dargonesti	1d6+1
31-40	36-40	Elf, Dimernesti	1d8+2
41-50	41-50	Ghagglers	2d4
51-55	51-55	Manta ray	1
56-60	56-65	Minotaur patrol (on ship)	See Groups
61-70	66-70	Merchants (on ship)	See Groups
71-80	71-80	Pirates (on ship)	See Groups
81-85	81-85	Sahuagin	2d4
86	86-87	Squid, giant	1
87-88	88-92	Swarm, turbidus leech	1
89-95	93-96	Tojanida	1d2
96-00	97-00	Whale, baleen	1

Table 26b. Eastern Coastal Dragons

d20	Dragon Type
1-2	Black (adult)
3-7	Bronze (adult)
8-20	Sea (from *Age of Mortals* sourcebook) (adult)

Dragonlance Monsters

Ranked by Challenge Rating

Creature	CR
Funno	1/4
Emre	1/2
'Wari	1
Eyewing	1
Feeder	1
Gurik cha'ahl	1
Kani doll	1
Phaethon	1
Tayling	1
Vapor imp	1
Wendle centaur	1
Austrich	2
Carrion wretch	2
Draconian, Baaz	2
Draconian, Frost	2
Horax	2
Juvenile urkhan worm	2
Kalothagh	2
Kyrie	2
Proto-baaz draconian	2
Shadowperson	2
Skyfisher	2
Slig	2
Slig	2
Taylang	2
Thanoi	2
Sand wretch	3
True disir	3
Tyin	3
Air minion	4
Cedar wretch	4
Child of the Sea	4
Daemon warrior	4
Draconian, Kapak	4
Draconian, Venom	4
Earth minion	4
Fire minion	4
Qlippoth	4
Saqualaminoi	4
Skorenoi satyr	4
Ursoi	4
Water minion	4
Ankholian owlbear zombie	5
Draconian, Bozak	5
Draconian, Vapor	5
Mandibear	5
Skrit	5
Draconian, Sivak	6
Fetch	6
Skorenoi satyr with pipes	6
Tylor	6
Whisper spider	6
Desolation giant	7
Draconian, Lightning	7
Forestmaster	7
Knight haunt	7
Adult urkhan worm	8
Draconian, Flame	8
Frost wight	8
Hatori	8
Huldrefolk	8
Shadow wight	8
Stahnk	8
Draconian, Aurak	9
Magori	9
Remnant	9
Fireshadow	10
Turbidus leech swarm	10
Wyndlass	10
Mewling troll	11
Black willow	13
Gholor	13
Daemonlord	15
Malruathin demon	15
Razhak	15

Dragons Challenge Rating

Age	Amphi	Aquatic	Fire	Frost	Gray	Sea	Shadow
Wyrmling	1	3	4	4	2	3	2
Very young	2	4	5	5	3	4	3
Young	3	5	7	6	4	5	5
Juvenile	5	7	10	9	6	8	7
Young Adult	7	9	12	12	8	11	10
Adult	9	11	14	14	10	14	12
Mature Adult	11	14	16	17	12	16	15
Old	14	16	18	19	15	18	17
Very Old	16	18	19	20	17	19	18
Ancient	17	19	21	22	18	21	20
Wyrm	18	20	23	23	19	23	21
Great wyrm	20	22	25	25	21	25	23

ANSALON ENCOUNTER AREAS



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